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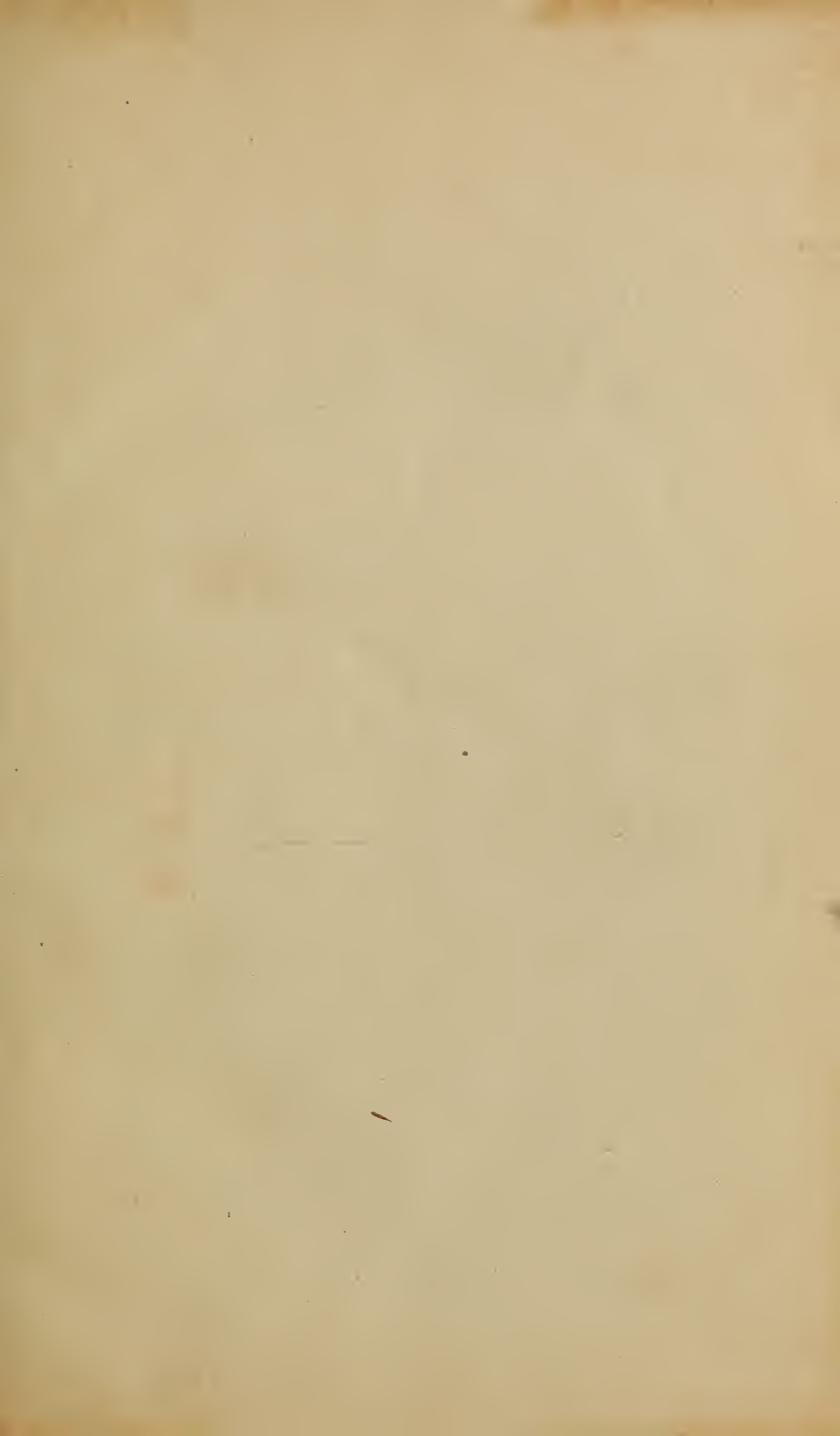
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UNITED STATES OF AMERICA.



THE
AMERICAN CRICKETERS' MANUAL

PRICE, 25 CENTS.

Newhall

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HOW TO PLAY CRICKET.

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A MANUAL

FOR

AMERICAN CRICKETERS

Geo. M. Washburn
Danl. Washburn, etc.



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PREFACE.

The little work whose title gives a name to this book is intended, mainly, to be educational, and was written because there was no such thing in print. It does not pretend to teach those to play who have learned cricket by tradition, but it may be found of use, possibly, not alone where cricket has never been played. The aim is, however, not only that expressed in the title, but to furnish a reliable reference for the decision of questions that may arise during play, &c., and which are not answered in the accepted laws of cricket.

Now that we have a "Cricketers' Association of the United States," some action should be taken looking to an improvement of the laws of cricket; or, if not that, to an authoritative interpretation of those at present accepted.

We learn in the play of cricket, and from written treatises—always English in their source—that the revision of the laws of cricket made in 1870 by the Marylebone Club of London, although an improvement on that previously made, is not what it should be, and that the laws as they now stand are very defective. Our brethren of the cricket field on the other side of the Atlantic seem to be nothing if not conservative, so that although the defectiveness of the present code is fully admitted, the *leading* club stands fast by its love of 1870, and no revision has to this time been made.

Our transatlantic relatives say that we are *radicals* of a pronounced type about other matters. Why should we not be radical in the matter of laws in cricket, and have the Cricketers' Association place its approval on a code that shall apply to the cricket of to-day, and as far as possible without omissions? There are cricketers of unquestionable ability who would be glad to render this service to the cause of cricket in America, and it is to be hoped that the good work may be soon taken in hand.

The chapters on "THE AVERAGE SYSTEM," and that on "THE UMPIRE," were written at the earnest request of the editor by two representative American cricketers, to whom his thanks are specially due, and it is his sincere hope that these useful commentaries may not be simply read and admired, but that the suggestions made therein may be productive of practical good to cricket. If "*the average system*" was regularly in use for one day matches, there is hardly room to doubt that the result would be a greater popularity for the game, and if the suggestions for "*the umpire*" were carefully practiced how much they would add to the pleasure of all players!

In conclusion, the editor may say that all the work done herein was for the love of it, and without hope of any other reward than the improvement and perpetuation of the noble game of cricket on American soil.

W. Philadelphia, 23d Sept., 1881.

HOW CRICKET IS PLAYED.

For the purposes of this little treatise, it is assumed (1st) that the reader has not seen a game of cricket; (2d) that he has access to the rules adopted by the Marylebone Cricket Club of London, which are recognized as being authoritative in the cricket world; and (3d) that as to bats, balls, stumps, and other implements for play, he can readily communicate with dealers in such articles, from whose catalogues, &c., their very evident uses will appear. It may here be explained that the various forms of guards and gloves are simply to protect the persons of the players from injury by the ball, which is very hard; but it is not unusual to meet with batsmen who “never use guards” or gloves, even when playing the fastest bowling.

THE CRICKET GROUND.

As hard hits are frequently made, and most ardently desired, it is well to have as large a field as the circumstances of the club will permit, one of from two to four acres being generally sufficient. The more nearly it is naturally level the smaller will be the expense in preparing it for use. It is frequently the case that the *outfield*, *i. e.* the portions of the ground lying nearest to its boundaries, is quite rough, and allowed to be overgrown with weeds, &c., which of course should not be permitted; but above all things it is necessary that the central portion of the field, often called the *platform* of the ground, should receive the most careful attention, and be made as smooth and level as possible. As to its preparation much could be said, but assuming that the ground has been accu-

rately levelled, and that the turf is good and strong, a heavy roller should be used early in the spring and at regular short intervals through the playing season. The grass should be cut frequently to spread its roots well, and in dry, hot weather it must be copiously watered. After a few seasons it will be found that the pleasure of playing on the perfect surface of such a ground more than repays all of its care and cost. When a match is to be played, the ground should be well rolled and watered the night before, and rolled again (but not watered) in the early morning. On a perfect *crease* (*i. e.* the twenty-two yards between the wickets) there will not be the trace of a lump, or knotty piece of turf, its surface seemingly being as true as that of a billiard table.

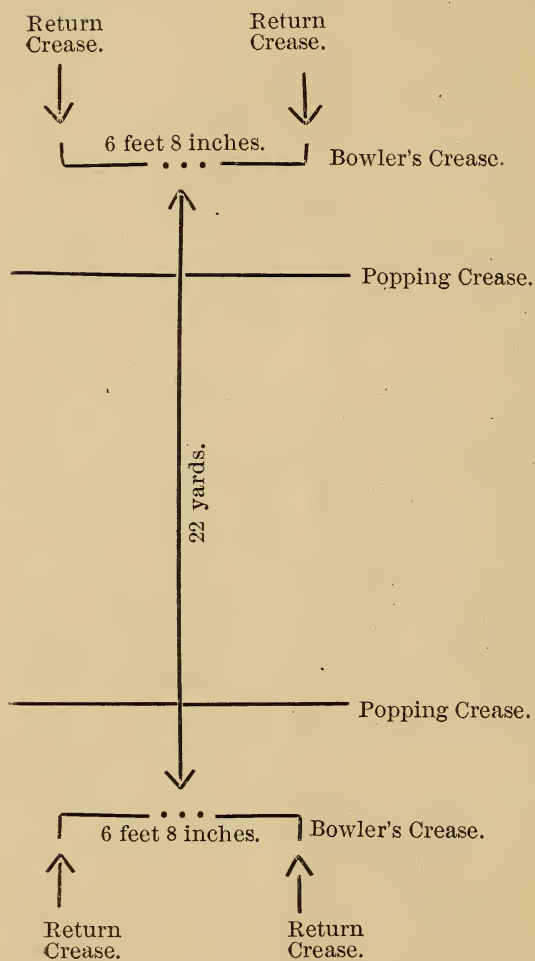
SETTING UP THE WICKET.

The *wicket* is the combination of three pieces of wood, called *stumps* (see Law III.), with the two smaller pieces, called *bails*, laid lightly on top after the stumps have been driven in the ground: *i. e.* it takes three stumps and two bails to make one wicket. Two of these are used in play (see Law VI.). The law says the wickets must be *pitched* by the *umpires*; but the actual proceeding usually is for the wickets to be *pitched* (or placed properly) by the ground-man, or by some of the active members of the club when a man is not employed, the umpires merely approving the selection of the site; even this much of the umpire's duty, as a rule, being done tacitly. To set up the wicket is to select the ground, drive in the stumps, and mark the lines of the bowling and popping creases.

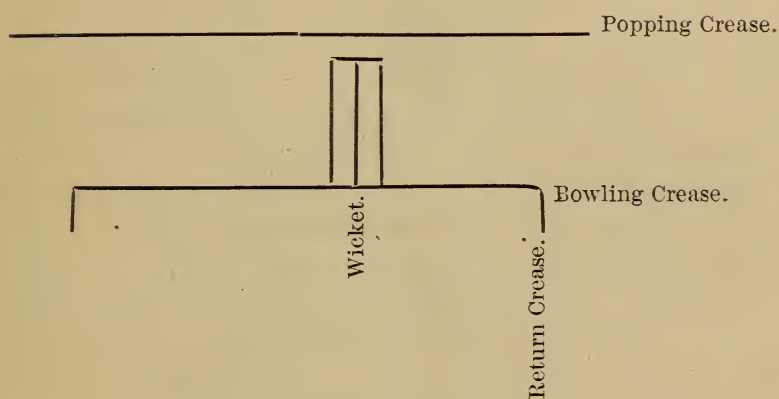
In the selection of the ground, view must be had not only to the twenty-two yards between the wickets, but good, level turf should be had for the same distance back of each of them, in order to give the *long*

stop (of whom, later on) a fair chance to stop fast balls that may pass the wicket.

The site for the wickets having been determined, one stump is driven into the ground and a tape line or chain run out twenty-two yards; at which distance another stump is driven in. A whitewash line (*whit-ing* is better as it does not burn out the grass so badly), is marked at right angles to the line of the two wickets (see Law IV.), six feet eight inches long, being three feet four inches on each side of the single stump standing in the ground; at the end of this line, which is called the bowler's crease, is made a little line at right angles to the bowler's crease backward from the wicket, some four to five inches long; this is the *return* crease referred to in Law IV. Next, four feet are measured off in front of the stump (*i. e.* toward the one standing opposite), and a white line is made parallel to the one at the stump, generally about seven feet long, which is called the popping crease, (see Law V.). The remaining stumps are then driven into the ground, and the bails placed upon them, precisely in accordance with Law III., and after this entire operation has been repeated at the opposite end of the twenty-two yards selected, the ground plan will be like that on the following page:



The elevation of one wicket like this :



Dealers in cricket supplies generally have "marking frames" of these dimensions to mark the creases, and much time is saved by using them, an advantage being gained also in point of accuracy. They are common frames, such as a carpenter can readily put together, and made of any light wood.

The space between the wicket and the popping crease—unlimited in length, (*vide* Law V.)—is colloquially styled the batsman's *ground*, and he is said to be out of it when he is anywhere else between (but not behind) the wickets.

THE OPPOSING SIDES.

The side using the bat to defend the wicket, is said to be *in*; while that occupying the field and endeavoring to dispose of the batsmen, is said to be *out*; the two batsmen who defend the wickets being for the time of their *innings*, the sole representatives of the *in* side against the entire opposite side.

The usual number to a side is eleven, and in clubs it is generally provided that the committee or the captain selects eleven of the best players, for the *first* eleven; the next best, for the *second* eleven and so on; matches of more than eleven to a side are, however, not infrequent; and in matches of the first importance, twelve are often played to each side.

The favorite mode of giving odds is for the stronger side to play a greater number of the weaker; matches between a powerful eleven, and fifteens, eighteens, or twenty-twos, being of common occurrence.

When captains for the elevens of a club are not elected (or appointed by committee) annually, choice of one of the players is made before the beginning of a match, and the entire management of the game for each side is left to its captain. At the hour appointed to begin (alas, what a sarcasm!) a coin is usually tossed

for choice, and the winner announces at that time whether his side will take the bat or the field. It is also well at this time, if the matter has not been settled by previous agreement, to select the umpires; of whom there are two, one for each side; to agree on "boundaries," and to name the scorers, of whom there are also two. (See Laws XXXVI. to XLVII.).

POSITIONS OF THE FIELDSMEN.

The places to which men are assigned, *e. g.* in the diagrams, see pp. 59-62, are not by any means *fixed*; the greater number may be moved during a game, according to the play of the batsmen and the aims of the bowler. Such positions as the wicket-keeper and point, are almost as unchangeable as that of the bowler, who can only change so far as he may move within the limits of the return creases at his wicket, but the *covers*, long fields, mid-wickets, &c., are shifted in almost every good game. The diagrams give the names, and the places generally used when the play of the opposing batsmen is not known, but it is rarely that the field can be placed well by such a plan, and a good captain watches out for the weak or strong points of the batsmen, placing his men for catches or to stop favorite hits.

The whole cricket field is divided technically into two sides, viz: the *on* (or leg) and the *off*. The former being that part of it, to the left hand side, and the *back* of a right handed batsman when playing at the wicket; the *off* being all to the *face* and right side; the line of division being the middle stumps of the two wickets. That part of the ground to the *off* side back of the batsman's wicket is often spoken of as "the slips"; catches from slips and tips being frequently made in that part of the field. In the case of a left handed batsman all of this is precisely reversed

(as to the terms on, off, and slips), and the fieldsmen are always changed across to positions corresponding with those as noted for a right hand batsman. It is to be observed that the fieldsmen receive their names from the position of the batsman who is the *striker* (see No. *f*, p. 15); hence when *over* is called by the umpire (of which see p. 24) these names are reversed and the *leg* and *off* sides of the one batsman, become respectively the *off* and *leg* sides of the other; but it is with regard to the batsman who is the striker that these terms are always used.

PRELIMINARIES.

At the hour appointed, the captain of the side that takes the field, being assured of the readiness of the other side, calls his men together and assigns them to their respective positions, having in view the adaptability of each man to the place that he is given to occupy. The *in* side having selected two of its men to represent it at the bat, he who is to be the first striker (and whom we will call No. 1,) takes his place at the wicket opposite to that at which the opposing *bowler* waits for him, his companion (No. 2,) taking a place within the popping crease at the bowler's wicket and on either side of it; as he may be directed by the bowler (see Law XI.). The umpires for the game by this time are in their respective places, fixed by custom (see diagrams A and B), and he who does duty for the side in the field takes his place by the wicket from which the first over is bowled. At this stage of the proceedings, and afterwards when a batsman is beginning his innings at either end, occurs the performance of what is called "taking guard."

When the batsman puts his bat on the ground in front of the wicket he may know very nearly what portion of it the bat protects as to the line of the

opposite wicket, or the bowler's hand; but he cannot know *exactly* until he is informed by some one at the bowler's end. The usual guard taken is "middle stump"; *i. e.*, so that the middle of the bat is precisely in the line between the middle stumps of the two wickets; but other guards are often taken, notably that in which the bat is held so that its surface covers equally the *middle* and *leg* stumps (the *leg* stump is that one nearest to the batsman's leg; the one furthest from him away, the *off*).

When the batsman has ascertained the line that he wishes to have his bat cover, he pounds a little hole, or makes a mark on the ground that he will be able to recognize, and if he does it properly, he will not trouble the umpire and take up the time of play by calling again and again for "guard." Much valuable time is often wasted over this matter of taking guard, the necessity for such accuracy as is at times insisted upon, being quite doubtful to some of the best batsmen.

All matters being in readiness; the fieldsmen and the umpires in their places, and the batsman ready to receive the ball, the umpire at the bowler's wicket calls *play*, (this he does only once, see Law XIV.), and the bowler proceeds to *bowl* the ball (*i. e.*, he tosses, or pitches it) at the wicket defended by batsman No. 1 of the opposite side. Here may occur any one of the many events incident to the play of cricket, a description of the possibilities to one ball from the bowler, being really the description of the game; these will therefore be considered in detail, in the order as set forth in the laws of cricket. As the game is initiated by the bowler, first then, as to the part that he may have had to do with one ball supposed to have been bowled.

THE BOWLER.

(a.) The first part of Rule IX. is, "The bowler shall deliver the ball with one foot behind the bowling crease, and within the return crease"; hence it is plain that the bowler may have one foot *over* or beyond the line of the bowler's crease; a privilege that most bowler's avail themselves of. As to the other foot the law is construed to mean the *whole foot*, so that if, at the time the bowler delivers the ball from his hand, any part of his hinder foot be over or on the bowler's crease or the return crease, the umpire instantly calls *no ball* according to Law XL.

(b.) The proceeding is similar by the umpire, if Law X. seems to be infringed by the bowler. This law is one of the difficult things that an umpire has to decide, some bowler's styles being undoubtedly open to serious question as to their fairness; the writer has never seen in a good game of cricket, a *throw*, pure and simple,—the sudden straightening of the forearm and wrist—permitted; nor either, the *jerk*, as it is called; in which the ball receives its impetus by reason of the contact of forearm or wrist with the hip.

(c.) Law XII. is, "If the bowler shall toss the ball over the striker's head, or bowl it so wide that in the opinion of the umpire it shall not be fairly within the reach of the batsman, he shall adjudge one run to the party receiving the innings, either with or without an appeal, which shall be put down to the score of *wide balls*; such ball shall not be reckoned as one of the four balls; but if the batsman shall by any means, bring himself within reach of the ball, the run shall not be adjudged." Thus if the ball is bowled so as to come within the provisions of this law, the umpire calls *wide*, or signals to the scorers by raising his hand, so soon as the ball passes the striker's wicket. See Law XLV., as to the points referred to in *a.*, *b.* and *c.*

(*d.*) If the ball bowled does not come within the restrictions as noted in *a.*, *b.* and *c.*, it is then a *fair* ball and counts as one ball in the bowler's *over*: (See Law XLIV., and concerning which see farther under *OVERS*). All the balls that can be bowled may be classified as either *fair*, *wide*, or *no-balls*.

(*e.*) It is necessary at this place to make reference to the point noted in the second part of Law XXIX. as affecting the bowler when he is about to deliver the ball: "When the bowler is about to deliver the ball, if the batsman at his wicket, go outside the popping crease before such actual delivery, the said bowler may put him out" by knocking off one of the bails of the wicket or a stump out of the ground as referred to in Law XXI. (see under *u* p. 20.) A good bowler is always on the watch for an infringement of this rule, and it is a way of getting out, for which, perhaps, the batsman has the least excuse, if he is made the victim of a wary bowler.

THE BATSMAN.

(*f.*) The batsman defending the wicket from the bowler's attack (called in the laws the *striker*, to distinguish him from the batsman at the bowler's wicket, who cannot be a striker at the same ball), has for his object to hit away the ball into the field, beyond the fieldsmen if possible, so far as is consistent, with a sure defense of his wicket. The batsman's aim constantly is to make runs (see *RUNNING*) for the credit of his side and himself; the further away he can hit the ball, the more quickly and safely may the runs be obtained.

(*g.*) If the ball bowled is a *no-ball* (see *a.*) the batsman will quickly endeavor to hit it, he having in such case a special advantage in that he may be put out in but one way, viz: run out (see *p* p. 18), in accordance with the first sentence of Law XIII., "If the bowler

deliver a 'no-ball' * * * * the striker shall be allowed as many runs as he can get, and he shall not be put out except by running out."

(h.) If the ball is called "wide" by the umpire, the batsman simply waits till the ball has been returned by the fieldsmen to the bowler, unless it is possible to run what is called a *bye*; for a description of which see p. 21. The batsman has also the privilege of *appeal* to the umpire if he thinks the ball bowled wide, but which has not been called such by the umpire, (see Law XII.). If a hit is made on a ball called *wide*, plainly enough the umpire has made a mistake, but custom has ruled that runs made from wides count in the score of wides (not to the striker), and that if a man is caught from a hit on a wide, he is out; the umpire's judgment and decision being accepted without recourse and as being final in all parts of the game, in accordance with Law XXXVI.

(j.) If the ball is a *fair* one, the striker must endeavor to *play* it; *i. e.*, strike it with his bat, in such a way as to prevent his being put out in accordance with the various laws, as follows:

Law XV. "The striker is out if either of the bails be bowled off, or if a stump be bowled out of the ground." This law seems to be very clear, but it may be worth while to record that the application of the law is not affected in any manner by the fact of the ball having struck the bat or the legs of the striker, or any part of his person before hitting the wicket; and on the other hand, Law XXXV. is vigorously enforced by a good umpire in every case. "The wicket-keeper shall not take the ball for the purpose of stumping until it has passed the wicket; he shall not move until the ball be out of the bowler's hand; he shall not by any noise incommode the striker; and if any part of his person be over or before the wicket,

although the ball hit it, the striker shall not be out." It is the concluding sentence of the law that justifies its introduction in this place. (See also *l.*)

(*k.*) Law XVI. The striker is out "if the ball from the stroke of the bat, or hand, but not the wrist, be held before it touches the ground, although it be hugged to the body by the catcher." The only exception to this law as to the catch on the *fly* as it is called, is Law XXXIII. "If any fieldsman stop the ball with his hat, the ball shall be considered dead" (*i. e.* neither of the batsman can be put out on that ball), "and the opposite party shall add five runs to the score; if any be run they shall have five in all." This law has been so vigorously enforced as to prevent a fieldsman from throwing his hat on the ground to lighten his burthen on a hot day. The striker cannot be caught out on a hit *no-ball*. (See Law XIII.)

(*l.*) Law XVII. The striker is out "if in striking, or at any other time while the ball shall be in play, both his feet shall be over the popping crease, and his wicket be put down, except his bat be grounded within it." This law applies to what is called "stumping," and a player thus put out is said to be "stumped out"; it happens in this way: The striker, for a better chance to hit the ball, or for surer defense, decides to go *in* to the ball at its pitch or short rise from the ground; he steps forward one or two paces from his popping crease, misses his play at the ball and generally turns back quickly enough in the attempt to regain his *ground*, to see the wicket keeper *stump* him out. It is to this matter the greater part of Law XXXV. applies, and the umpire at the batsman's end must be wide awake if the striker is to receive his full measure of justice when the wicket keeper is quick and has learned the art of stumping with his toe, instead of with the ball "in hand." (See under *j.*)

(*m.*) Law XVIII. The striker is out "if in striking at the ball he hit down his wicket." This law is plain, but is applied strictly according to the letter, custom having ruled that the striker is not out if he hit his wicket at any other time, and the same remark may be made with regard to Law XXII.

(*n.*) Law XIX. "If under pretense of running, or otherwise, either of the strikers prevent a ball from being caught, the striker of the ball is out." This law may be liberally interpreted to apply not only to a ball hit into the air, but also to one thrown into the wicket by a fieldsman.

(*o.*) Law XX. The striker is out "if the ball be struck, and he wilfully strike it again." This law is intended to prevent a striker from stopping a ball and then deliberately hitting it again with the intention of attempting runs from the second stroke; he may protect his wicket from a recoil of the ball after he has played it (*i. e.* has touched it with his bat) in any manner he chooses, except with his hands (see Law XXXIV.), but he can not *hit* the ball to attempt runs.

(*p.*) Law XXI. Either of the batsmen is out "if in the running, the wicket be struck down by a throw, or by the hand or arm (with ball in hand) before his bat (in hand), or by some part of his person be grounded over the popping crease; but, if both the bails be off, a stump must be struck out of the ground." This law applies to what is called "running out," and a player thus put out is said to be "run out." Run out may occur in the attempt to score from any hit, or in the attempt to run *byes*, *leg-byes*, or *wides* (see RUNNING, p. 20), and it is quite similar to the "stumped out," except that the ball may be taken by any fieldsman after the ball has touched the bat. The manner of run out is generally this: a hit is made from which a run is attempted, but before one of the batsmen has

reached his ground the wicket is knocked down, either by the throw of a fieldsman directly to the wicket, or a throw to the wicket-keeper or bowler who puts down the wicket with the ball. In this connection see Laws XXVI. and XXVII.

(q.) Law XXII. The striker is out "if any part of the striker's dress knock down the wicket." See remarks under *m*, which apply precisely to this law.

(r.) Law XXIII. He is out "if the striker touch or take up the ball while in play, unless at the request of the opposite party." The ball is in play during the entire innings of the one side, except when "over" is called by the umpire (see *OVERS*, p. 24), and in the interval after a batsman has been put out till the next one takes his place at the vacant wicket.

(s.) Law XXIV. The striker is out "if with any part of his person he stop the ball, which, in the opinion of the umpire at the bowler's wicket, shall have been pitched in a straight line from it to the striker's wicket and would have hit it." When a batsman is given out for any of the reasons noted in this law it is called *leg before wicket*. It certainly is a troublesome one to the impartial umpire, and its enforcement often gives rise to heart burnings on the part of the batsman. It should be the aim of batsmen to so perfect their style of play that both feet and body shall always be entirely clear of the wicket. Many good batsmen do, however, play so closely to the wicket that it may be worth while here to state briefly just what constitutes "leg before wicket." In the first place, the law is enforced literally, so that although the breadth of the wicket is somewhat wider than *lines* are usually, for the matter in hand the whole breadth of the wickets is the line in which the ball must pitch (touch the ground). Next, straight from the bowler's hand will not put a man out, and, lastly,

the ball must be one that would have hit the wicket, hence there are three things of which the umpire must be sure before he decides a batsman out on an appeal as to "*leg before.*" *First.* Did the batsman stop the ball with some part of his body (not with his bat)? *Second.* Would the ball have hit the wicket if it had not been stopped by some part of the batsman's person? *Third.* Did the ball pitch on the broad line between the wickets? If the indictment fails in either of these counts the batsman is *not out*. It is as to the last two questions that mistakes are most frequently made, and umpires very often give a batsman *out* when a ball has hit his leg directly in front of the wicket, without stopping to consider whether it was pitched on the line between the two wickets, or in the case of a ball rising rapidly from the ground and which hits the batsman just below the middle, without any consideration of the probability that it might have gone over the wicket and not "have hit it."

(*t.*) It will now be assumed that batsman No. 1 has received a fair ball from the bowler, and that he has hit it away into the field, and that he, with his partner, is attempting to score a run.

RUNNING.

(*u.*) In order that a run may be scored it is necessary that the batsman should exchange wickets; *i. e.* he that was receiving the bowler's attack, No. 1, must run to the bowler's wicket while batsman No. 2 runs (at the same time with No. 1) to the wicket that No. 1 has just vacated. If either batsman fails to ground his bat, or instead of that, fails to have some part of his body within the popping crease of the wicket he is running to, before the wicket is put down (see Law XXI.), that batsman is said to be *run out*, and the run which he and his partner were attempting does not enter into the score. (See Law XXVII.)

(*v.*) In this case as in all others where the question of a batsman being *in* or not is raised, an appeal must be made to the umpire, before he can give a man out. Law XXXIX. is, the umpires “are not to order a striker out unless appealed to by the adversaries.” The appeal “how’s that” is generally made by either bowler or wicket keeper; but in games not so well regulated as they might be, one often hears the appeal as a *chorus* by the fieldsmen.

(*w.*) Assuming that the *run out*, did not occur, and that batsman No. 1 secured one run from the hit; No. 2 would receive the next ball from the bowler; but if the hit produced *two* runs (or any even number of runs as four, or six), No. 1 would then continue to play the balls bowled; while, as in the case of the single run if the hit by No. 1 had produced three or five runs, No. 2 would receive the bowler’s attack.

In the case of a hit, long enough to produce more than one run, it sometimes happens that one of the batsmen fails to ground his bat within the poppingcrease before turning about to make the next; this is a “short run” and does not count to the striker in the score; the umpire at whose end the fault was committed calling out in accordance with Law XLI., “one short.” Thus a hit that would have produced three runs if the batsman had been but a trifle more careful is recorded as two, and similarly with other long hits.

BYES.

The observations heretofore made respecting “running” have had in view runs made after hits from the bat; there is however another, often a fruitful source of runs, resulting from negligence in the field, and all such are called *byes*. Reference to this means of obtaining runs is only made incidentally in the laws of cricket, and in that place the reference is to a sub-

division, called "leg-byes," which, since the law as it now stands, was formulated, have become a regular feature in score-books. "*Byes*" may be run at any time after the bowler has delivered the ball in his attack upon the wicket, and any run obtained, except as a result of a hit, is scored to byes; hen byeshe count to the benefit of the whole side that has the innings, but not to the individual batsman. They are usually run after a ball passes the fieldsman back of the wicket, and when it has speed enough in it to make the attempt to score one, safe. If the attempt should prove unsuccessful, the batsman who runs for the wicket that is put down is "run out" (see *p* p. 20); if, however, the run is made, one is scored to "byes." In the case of *wides*, and *no-balls*, byes are not attempted unless it seems quite possible to make more than one run, in which case all the runs that are made are scored to *wides* or *no-balls*. But these runs are not additional to the notch that would have been scored if none had been run. Thus if a *wide* is called by the umpire, it is scored one wide; if the batsman run one bye on it, it will be still scored as *one wide*; but if two byes are run, *two wides* will be scored; similarly with *no-balls*. The second sentence of Law XIII. explains why a bye run on a *wide* or *no-ball* is scored as but one, and the third sentence of the same law why the byes run are not scored as byes.

The last sentence of Law XIII. is "if the ball shall first touch any part of the striker's dress or person (except his hands), the umpire shall call 'leg-bye,'" and this is the only reference to *byes* in the laws of cricket. The law is evidently intended to relieve the fieldsmen of a portion of the onus attaching to *extras*—as *wides*, *byes*, and *no-balls* are often called; leg-byes being the most pardonable of all. The law is construed literally; and a bye run after the ball has

struck any portion of the striker's body, arm, trunk, or head, is still a *leg-bye*.

To a beginner there appears to be another means of obtaining runs, popularly known as *overthrows*. A hit having been made, the batsman may run so long as the ball is not returned to the wicket, or so near to it that a run is dangerous. Thus from a slight tap of the bat the ball may be within such easy distance of a fieldsman (near to the wicket), that a run attempted would be a certain out; but the fieldsman for some reason may throw the ball hard at the wicket; missing it, and all fieldsmen near by, it may bound far out into the field, when the batsmen may run as many as they can get, the total counting to the score of the batsman whose bat instituted the disaster to the fielding side. Similarly, overthrows count in addition to any runs already made by hits, so that when an eleven does not field well together, one may sometime see hits in the score-book for eight or ten runs which are nothing more than hits for one or two runs, with double and even treble overthrows added.

Overthrows on byes, and leg-byes, wides, and no-balls count to their respective scores, always deducting the initial run from the total runs made on wides and no-balls for the one that would have been scored if none had been *run*.

Thus to summarize paragraphs *a* to *w*, there are distinctly four ways in which the *in* side may obtain runs (or *notches*; as wides and no-balls are not properly runs), viz:

1. By *hits* from the bat and overthrows from them.
2. By byes and leg-byes and overthrows from them.
3. By wides and overthrows from them.
4. By no-balls and overthrows from them.

The last three are known as *extras*, and their number is uniformly in inverse proportion to the excellence

of the fielding. And there are six ways in which the fielding side may put out the batsmen, known by the following names:

Bowled, caught, run out, stumped out, leg before wicket, and hit wicket. The provisions of Laws XX., XXII., and XXIII., are so seldom infringed, that in such rare cases the number of the rule is written in the score-book, as they have no special names like those above given for the ordinary means of retiring batsmen.

After a wicket has fallen (*i. e.* a batsman put out), not longer than two minutes should be allowed to elapse before the next batsman fills the place: if the game is played in the proper spirit and with the courtesy due to the fielding side, it will only be in exceptional cases that Law XXXVIII. is infringed. The captain of the side at the bat should see to it that two men are in readiness to fill the place of the man who may next be *out*, and it will then be found that as a rule *one* minute is more time than is needed, to fill the vacant wicket.

OVERS.

The game thus proceeds with its ever varying features until the umpire calls *over* (see Law XLIV.), which occurs when the bowler shall have delivered four, five, six, or eight fair balls as may have been agreed, or according to the custom in the locality. In important matches in England, the overs are of four balls each, according to the letter of Law XLIV., but in matches of only local interest in that country, and the greater number of matches in the United States, unless played against English or Canadian elevens, the overs are of six balls each. This is done to economize time, much of which is consumed by the crossing from one side to the other at the “over,” and it has been suggested by some eminent cricketers, in order to still farther effect

a saving, that the number of balls to the over be increased to eight.

When over has been called, the ball is tossed to the man who will deliver the ball from the opposite end; and changes are made by the fieldsmen to such positions as the captain of that side appoints them. In order that the matter may be quite clear as to the reversed positions corresponding to the change of the bowling, a diagram has been appended, see B, which shows the men placed on the *over* in the positions corresponding precisely with those shown on diagram A.

The batsmen do *not* change their ends at the call of *over*, but remain each at his own wicket until the field has been placed and the bowling begins again. Thus if No. 1 was at his original wicket at the call of over, he would remain there when the bowling began from that end, batsman No. 2 receiving the ball from the new bowler. In this connection see the last part of Law IX., from which it may be seen that a bowler may bowl two overs in succession, but not more; and that he may change *twice* in one innings: *i. e.* (by custom) he may *begin* at one end, change to the other, and after an interval change back to his original end; and he may bowl two overs in succession, but this he may do only once in an innings.

When a batsman has been put out, the uniformity of the *over* is not in any way affected. After the new batsman has taken his place and matters are in readiness for the game to be proceeded with, if there are any balls remaining to fill the quota of that over in which the late batsman was retired, the bowler proceeds to bowl so many balls as may be necessary; which being done the umpire calls *over*, and the bowling is done next at the opposite end.

Over succeeds over in this way until in a match in which there are eleven to a side, *ten* men of the *in*

side have been put out, when the innings of that side is said to be finished, the eleventh man being marked on the score book as *not out*; this is one of the marked peculiarities of the game of cricket. It is of special advantage to the batsman who succeeds in "carrying his bat out" (as it is called), because in the calculation of averages for any given length of time, the number of runs that he may make in such an innings goes to increase the general total. Batting averages are calculated by dividing the total number of runs obtained, by the total number of times out; thus if a batsman has made one hundred runs in ten innings, his average would be ten to an innings if he had been put out in each; but if in five of them he had been "not out," his average would be twenty to an innings.

After the side that took the first innings has been put out, that which was in the field, next takes the bat, while its opponents do the fielding.

Law XLVI. is, "The players who go in second shall follow their innings if they have obtained eighty runs less than their antagonists, except in all matches limited to only one day's play, when the number shall be limited to sixty instead of eighty." Thus, *e. g.*, the side going in first has made a total of one hundred and fifty, and its opponent on the first innings made ninety; if it is a *one* day match the last named must follow the first innings by the second, before the party first to the bat takes its second innings, because it has made sixty less than its antagonist; if, however, it is a two days' match, the party second to the bat could not be required to *follow on*; as the lead it would follow would be less than eighty.

It is by the operation of this law that *winning by wickets* instead of runs, comes about; a peculiarity

of cricket that the uninitiated beholder never seems to grasp. Assuming that the case above cited is a one day contest, and that party No. 2 follows its innings, and made on its second venture eighty runs, the total of the two innings would be one hundred and seventy, against the one hundred and fifty of party No. 1 on its first. No. 1 would then send in its batsmen, and endeavor to obtain the twenty-one runs needed to ensure a victory, with as little loss as possible. If the runs were obtained without one of the batsmen having been put out, No. 1 would be said to have won by *ten* wickets; because in sides of eleven each, ten men out puts out the side; if with the loss of one batsman, to have won by nine wickets, and so on.

Law XXXVIII. says the umpires shall allow "ten minutes between each innings. When the umpire shall call 'play,' the party refusing to play shall lose the match." It would be a lasting benefit to the game of cricket, if the captains of the respective sides would agree with the umpires before beginning the game to abide by the accepted laws, of which this is as much a part as any other. It is too often the case that from fifteen minutes to an hour, and sometimes even more time, is utterly wasted between the innings. In connection with this matter read the article on THE UMPIRE.

A game of cricket consists of two innings to each side, and it is not properly a *game* if either side is short an innings, or if one side only has had its second innings and the other side not. It is unfortunately too often the case that in these days of *one day matches*, the games for the most part are not played to their legitimate termination; and as a consequence, too many of them are open to the objection of being one-sided and dull. A pluckily played second innings often makes an amendment for a careless or unlucky

first, and bad fielding through an innings often “gives away” a game that has to all appearances been won at the bat in a first. It will be a source of no little surprise to those who have never consulted score-books and records to find how often an apparent victory in the first innings has been changed into defeat as a result of the second. In America the class of men whose time is wholly at their own disposal is comparatively limited, so that an economy of time is necessary to the great number of cricketers. Now we find often that one day, the time that is most frequently allotted to a match, is too short to play a full game of two innings to each side, and more than enough to play one innings each, and usually there is an innings or a part of one played by one side in excess of the other. But if the game is decided by the result of the first innings, the portion of the play after the result is known is worse than useless, and it is found to be subject to many abuses. In this condition of affairs there is nothing to be done but to play an average system, and to the article on that subject on page 31, the reader is referred.

CONCLUSION.

For a lover of the game to *sum up* the pleasures of cricket would be a great undertaking, even were he the ablest of writers, but to one who is conscious at every step of his inability to properly describe matters much simpler than the description of the delights that inhere to this noble game, the suggestion is hopeless, and the sensations that crowd the memory at the recollection of happy hours spent at practice games and matches,—the enjoyment had in this innocent health-giving amusement—are absolutely indescribable. To the one who has never attempted to defend, or bowl down a wicket, let an enthusiastic lover of cricket advise you to take the first chance you can to get a bat

in your hands, and have a friend, who is aware that you are a beginner, bowl to you at but a moderate pace, and take you a little taste of the pleasure that there is to be had in defending the wicket, and of vigorously hammering an over-pitched ball; after which have a taste of the bowling, and if your friend at the bat is kindly disposed, he may perhaps let you experience the delight to be had in tumbling over a stump, by a ball that "has nothing in it." My word for it, unless you are of such a rigid mould that your heart does not throb one beat faster at the thought of merry hours on sunny days, in bright, green fields; *after* the experience, a suit of flannels will soon be yours, and that you will be urging others as you here are urged, to the practice of a game in which it will be your effort to perfect yourself at every convenient opportunity. The widely varied chances of the game, so far from being an objection, will when you know it, become indeed the chiefest of its sources of pleasure. The best batsman may be bowled out by a ball from a veritable beginner, while it is possible for the most indifferent of batsmen to almost defy the best of bowlers, if he will but hold his bat firmly to the ground. And again the bowling that is done so easily; without apparent fatigue, and that seems to be quite possible to hit, if only the batsman would "let out at it"; and the batting done with such an easy swing; that comes down fairly on the ball, and that seems so perfect that the next ball will surely be hit away; (but no, the bowler knows his opponent's length and pitches the ball just short of the spot where the batsman can safely hit, and the latter too is wary, refusing to take chances on balls that he must hit up in the air), these players may both be exhibiting the result of years of practice, and yet the effect, as to run getting, in the case of two such very able practitioners playing against each other, seems to be as nearly as possible the

“child’s play” of beginners, so nearly does the skill of the one neutralize the ability of the other. It is at such a juncture in a good match that the pleasure of the lover of real cricket is as nearly as possible at its height, not excepting the most (popularly) exciting stages of a well-contested game. To see a good batsman whose eye is well set, opposed to the most delightfully expert of bowlers, is indeed a rare treat to the *cricketer*. The bowler by every device at his command tempting and trying the batsman; while the latter readily and deliberately resists the temptation and refuses to be tried, the game seeming to be one of life, in which, unfortunately, the bowler is apparently the arch enemy of the mankind of batsmen. In great matches, such are the times when the minutes move slowly to the average spectator, and perhaps he is justified in voting the game a *bore* when over after over is bowled, and maiden follows maiden; no tumbled down wickets, nor sky-scraping hits rewarding the patience of him who came to a show and not to see cricket; but, my dear inexperienced friend, to whom the real delights of the game are, I hope not for long, unknown; betake you to the advice given herein and learn the nature of the task that is set, when a good batsman is to be bowled or otherwise put out, and learn what are the difficulties in the way of combining the movement of hand and eye in the defense of a wicket against a good bowler; after which, it is my fancy you will learn too, to respect the ability of the men; to enjoy the admirable play that gives rise to these beves of charming maidens, and, in place of clattering stumps or sky-scraping hits, it is your privilege to know that neither of these in themselves are *cricket*.* To use an unworthy comparison, as in the game at cards, the number of points made is not *the* feature, but the *euchre*; so it is that “the *play*’s the thing” in “the *noble game of cricket*.”

*I must confess, however, a natural infirmity as to the clattering stumps.

THE AVERAGE SYSTEM.

For an exhibition game, such as cricket pre-eminently is, to gain favor among a people who are not wedded to it by education and traditions, this game should be suited to the character and natural feelings of the populace. Our noble game has shown itself to be peculiarly fitted for the Anglo-Saxon temperament, and the world over the English rules for play are all powerful and binding. But, as they were made for the leisure class of England, they naturally do not fully provide for America, where we have no such class, numerous and active enough, to maintain the English custom in playing matches. They seldom begin a match with the intention of deciding it by the first innings, while we play most of ours on one day, and, as one day has proved too short a time for the completion of four innings, the contestants must settle their contest by the verdict of the first innings. As two or three hours' play may have followed this foregone conclusion, the arrangement is provoking to the players, especially to those who may have the real advantage at sunset, although they may have lost on the first innings. Suggestions have been made to remedy this annoyance, and to so arrange the method of deciding a game that the team showing the best record upon the score book, including all the play from first to last, should be accorded the victory.

If this could be accomplished it would certainly add to the popularity of the game in this country, as both players and spectators would feel that the best man had won. Cricket without interested spectators is flat, and we should strive to make the one day game played in this country as enjoyable to spectators as it is in England where the matches are finished. The peo-

ple will enjoy the sport and go to it if they are promised that all the playing done shall count, and that the home-stretch towards sunset shall, in all likelihood, develop the turning point or deciding plays of the match. A method has been recommended by which to secure these advantages over the ordinary plan. It is based upon the conviction that—*first*, the Americans are not in a position to play 'two day' matches, but are destined, for years, to confine their games to a single day; *second*, unless the play of the day be not recorded in full, justice will, frequently, not be done that side having shown the best record, therefore making the result a matter quite so much of chance as of skill; *third*, the people cannot afford to take an afternoon to attend a match which may be finished, virtually, before 3 o'clock in the day. If the spectators be wanting, our game is killed. The American public wish to see the result secured. The scrub game which follows the first innings is in no way entertaining, as a rule. So, it is contended, by the present system both players and public are dissatisfied.

Before giving the above-mentioned method we should say that it is equally intended for unfinished two days' matches.

Of the last five great games played in Philadelphia, three were drawn, viz: Australia *vs.* Philadelphia, Canada *vs.* Philadelphia, and Resident English *vs.* Americans. The spectators upon all these occasions were much discontented with the result, and much harm was done the game thereby. All of which, it is argued, might have been avoided by adoption of the new system which we insert below.

"The Cricketers' Association of the United States," at their meeting of April 17th, 1878, offered the following for the consideration of cricketers, specially recommending its adoption by the clubs:

“First. No match shall be decided on the average system unless each side have played one full innings, and ten wickets shall be counted in said innings, whether a full eleven plays or not.

“Second. To get the average, the total score of the play of each side shall be divided by the total number of batsmen, less one. Thus the score of two full innings will be divided by twenty-one.

“Third. The striker carrying his bat out in the first innings shall go in first in the second innings.

“Fourth. The side going in second must play their full innings, unless when stumps are drawn their score shall exceed the score of their opponents; in that event they may win with wickets to spare.

“Fifth. Innings must be followed by a side according to the rules of a two days' match.

“Sixth. If a wicket be lost within two minutes of the time agreed upon to draw stumps, the captain of the batting side may send the next man in or not, as he chooses.”

COMMENTS UPON AND EXPLANATIONS OF THE RULES.

Rule 1. Provides against the side going second to the bat winning with an incomplete innings, or, if the side be short, and the innings be played until all batsmen present have had a strike, the total score must be divided by as great a number as divides the score of those batting first. The principle is that one side should not need to divide their score by any higher number than the other side. Rule 5 explains how those second at the bat win if they pass their opponents' score and still have wickets to fall.

Rule 2. The principle of calculating is very simple, if we consider that the batters of the second innings are different batters than those of the first innings.

Suppose a side on their second innings have only fifteen minutes to play before "time" is to be called, and the batters sent in first hold their own, consequently only thirteen batters of their side will have appeared at the wickets, and the total runs of the play of the two innings must be divided by twelve. The result is the average by which they win or lose.

Rule 3. The striker "carrying his bat," who is apt to be one of the "tail end," is thus compelled, as he should be, to face the music, otherwise the stronger players of the side would go in first to secure a high average, especially if the day were drawing to a close.

Rules 4 and 5 need no comment.

Rule 6 is eminently a fair provision.

The Marylebone law allows two minutes for a batter to appear, so, if the batting side lose a man within two minutes of the time for drawing stumps, they always have the privilege of going no farther; but, please observe, this state of things assumes a very close game, and the captain of the batting team may know that with the average already obtained he wins the game. If he put another man to the bat it would count one more for the divisor of his score, which would lose him the game, unless, within two minutes, the new striker could with his partner add as much as the average scores already obtained to the total score. This could not be expected of any batters, as, in ordinary circumstances, they should need to make ten or twelve runs within two minutes.

If, however, the batting side were so pushing the fielders as to hope to win by playing to the last minute, the fielders are bound to promptly respond, as they have as good a chance to lower the average as the batters to increase it.

Let us see how this method would have worked with the Australians.

What was the programme? It was this: Each side was planted to make a creditable draw. Of course there was time to get rid of the enemy if they should happen to begin to drop off suddenly and keep on dropping. On the other hand, the Australians determined if runs should come slowly to play a slow game. The upshot of this was, the batters were thrown upon their guard, as the home team changed ends with the successful bowlers of the first innings, as well as the style of the bowling, to secure "maidens" rather than wickets. This quiet maneuvering worked to the satisfaction of both parties. When time was called, Blackham remarked to one of his opponents: "We got the best of it;" to which the inaudible reply was given, "Do you think so?" The three days' play was over and the ten thousand spectators "quietly dispersed to their homes." Now, the Philadelphians scored 246 runs to be divided by "the total number of batsmen, less one," = 21, making their average 11.85. When the Australians went to the bat for the second time they had an average of just 15, having scored 150 in their first innings. If the game had stopped there they would have won, on the "average system," on an average of 3.15 above the Philadelphians. But there was an hour and a-half left for the friendly pastime before the hour agreed upon to stop off. Everybody would have known that Philadelphia had an average of 11.85. Australia goes to the bat. Their first wicket fell for 153 and their average is 13.16 [immense cheering], reduced from 15 in five minutes. The play proceeds. Their second wicket fell for 165, reducing their average to 12.61 [terrific yelling]. At this point the prospects for the foreigners improved, and the third man went down at 203, raising the average to 14.50 [condescending applause from a few fair-minded persons]; but the next striker retires at 206, the average again falling to 13.26 [great

excitement as the sun descends]; but Murdoch and Blackham hold up their wickets, and, with 206 to their credit, the visitors win by an average of 12.87 against 11.85.

“If” they had lost two more wickets within the hour and a-half, scoring no more, they would have lost the match, and the American people would have to remember the greatest of matches and most glorious of victories instead of an “unpleasantness.”

It might be suggested that the Australians would have played a different game if the “average system” had been adopted. As it was, they only had to maintain their wickets until sundown, no matter how great the sacrifice of their men, whereas by the new method they should have had the onus of keeping up a certain average. This would have affected their minds, and they probably could not have shown as good play as they actually did. The best English cricketers have uniformly shown poorer play at Philadelphia when they have been pushed than when they were getting the best of it.

The disappointment which arose from the draws of the Canada and English matches of 1880 might have been avoided in this same way.

After the result of the Australian game, these two incomplete matches were, doubtless, very injurious to the cause of cricket. But let us see how they would have resulted by the new way of counting.

The Philadelphians against Canada had two full innings and scored 238 runs; but as they played twelve men, their score is to be divided by 23, which gives an average of 10.38. The visitors batted nineteen men, and when time was called had scored 90 runs, which, divided by 18, yields an average of just 5. Upon the merits of the play which was done, the Canadians were fairly worsted. They had scored

more runs than their opponents in the first innings, but were outstripped on the home-stretch, and for the want of an hour or two the play, which was extended over two days, went for nothing. It remains to show how the English match would have been decided.

Again the Americans had two full innings, and scored 184 runs, securing an average of 8. Then the English took the bat for their second innings, having scored first time 120, an average of 10.90. It is generally admitted that the burden is upon the batters who are called upon to secure a certain number of runs, with the loss of only so many wickets, and many have been the cases of what the British call "dry-rot" at this stage of a game of cricket. So far the Americans were practically beaten, and only a short half hour remained for play. Upon the old basis a draw was inevitable, and each team tried to wind up the play so that the record would be favorable, while the spectators waited for the last over to be bowled, hoping that some brilliant play might be shown, however useless it was sure to be. What a treat, on the contrary, would it have been for the spectators if they had known the match was to be decided by the "average system"! The English strive to maintain their average of 10.90, in fact they have a large margin to come and go on, with their opponents finally booked at 8. Their first wicket drops at the old figure 120, and down goes their average to 9.15; down goes another at 122, and down goes the average to 8.71. This was not the worst of their fate, for still another dropped at 124—average 8.26; something must be done to save the credit of the British willow, and Smith, a most finished batsman, steps to the front. He is entirely beaten by the first ball—average 7.75. Did you ever! The captain of the team, the doughty Pearson, is armed with all the wood and guards the law allows and marches pluckily in. But English

beef and pluck can avail to increase the score but six runs, and at 130, up and down, and side ways, goes Pearson—average 7.64. Friends, countrymen, and lovers, what would you give to have seen that match played on the average system? The “time” was called after five minutes of stubborn defense by the batsmen representing the foreigners, and the play stopped at 135—average 7.50—which, upon this method, would have scored a brilliant victory for the American cousins. This method would prevent an annoyance to the American temperament, which annoyance, with some natural prejudices against all slow and inconclusive pastimes, will need to be remedied to save cricket from an unhealthy and dragging existence in this country. Brethren, think upon these things!

THE LAWS OF CRICKET

AS REVISED BY THE MARYLEBONE CRICKET CLUB, IN 1870.

NOTE.—The commentaries and explanations of the laws of cricket have been compiled from the following :

“Cricketers in Council, by ‘Thomsonby.’ London, Bell & Daldy, 1871.” A most excellent book. Referred to herein by the *nom de plume* of the writer.

“Commentaries on the Laws of Cricket,” by James Lillywhite. Referred to herein as *Lillywhite*.

“Cricket: Its Theory and Practice,” by Charles Box. Referred to herein as *Box*.

“Guide to the Cricket Ground,” by George H. Selkirk. Referred to herein as *Selkirk*.

“Cricket: Its Theory and Practice,” by Captain Crawley. Referred to herein as *Cricket*.

“Cricket, and How to Play It,” by John Wisden. Referred to herein as *Wisden*.

Some additional commentaries have also been made by the editor of THE AMERICAN CRICKETER, A. D. 1881.

I. The BALL must weigh not less than five ounces and a half, nor more than five ounces and three-quarters. It must measure not less than nine inches, nor more than nine inches and one-quarter in circumference. At the beginning of each innings, either party may call for a new ball.

“It is customary for the club on whose ground the match is played to provide the ball, which is usually given to the Umpire of the winning side afterwards.”—*Thomsonby*.

“Generally a single ball will suffice, but the law as it stands is intended to meet possible cases of bad balls, wet ground, &c.”—*Cricket*.

“Almost up to the beginning of the present century the balls were made so badly that they would not last out a match * * No one now-a-days would think of such a thing as calling for a new ball at the commencement of each innings.”—*Selkirk*.

"It is not usual, except in case of the ball being much damaged, for more than two balls to be used in a match."—*Lillywhite*.

"In order to bring a ball within the scope defined, the process of making it involves great care and nicety. Most of the match balls when new are somewhat 'cheeked.' The object of this is to counteract the change of shape which it soon assumes after being used, as the seams are sure to rise. The inventor of the treble seamed ball * * * was one John Small, a shoemaker of Petersfield, in Hampshire. All first-class makers stamp their names as a guaranty of quality and correctness."—*Box*.

II. The BAT must not exceed four inches and one-quarter in the widest part; it must not be more than thirty-eight inches in length.

"Of course the bat may be as much smaller as the player chooses. This law was made about forty years since, in order to prevent the introduction of wide bats."—*Cricket*.

"I think it is the umpire's duty to see that bats larger than the law allows are not played with."—*Lillywhite*.

"In the primitive stages of cricket, there was neither limitation to length nor stipulation as to width of the bat."—*Box*.

"The length of the blade of the bat is unlimited, except as to the thirty-eight inches. It is found in practice, however, that if the blade is longer than usually made, the bat would be too unwieldy for effective use."—*Selkirk*.

III. The STUMPS must be three in number, twenty-seven inches out of the ground; the Bails eight inches in length; the Stumps of equal and sufficient thickness to prevent the ball from passing through.

"The stumps must not be more than twenty-seven inches in height by eight inches in width when driven into the earth. As the bails are made in proportion to the stumps, and the stumps are pointed at the lower ends, and have a collar or wider part above their points, it is almost impossible to drive in the stumps improperly."—*Cricket*.

Eight inches is the extreme width of the wicket.—*Ed*.

IV. The BOWLING CREASE must be in a line with the stumps; six feet eight inches in length; the stumps in the centre; with a return crease at each end towards the bowler at right angles.

"It is important to notice that the return crease should be made at *right angles*."—*Lillywhite*.

"There will, therefore, be three feet of the bowling crease on each side of the stumps, the eight inches being taken up by the latter. This limitation which is marked by the return crease is necessary to prevent the bowler going away wide of the wicket in the act of delivery, which would be unfair to the striker by depriving him, owing to the different angle, of the advantage of 'guard.'"—*Selkirk*.

See diagram on page 8.

V. The POPPING CREASE must be four feet from the wicket, and parallel to it; unlimited in length, but not shorter than the bowling crease.

"The crease marks the ground of the batsman in front of the wicket. It is unlimited in length, because the batsman, to avoid a collision, or meeting the ball, may find it necessary to run 'round his ground,' and it would be unfair to give him out for doing so. This prevents the confusion that might occur were the batsman confined to any narrow space."—*Selkirk*.

As for the necessity to avoid "meeting the ball" see remarks under Law XIX.

VI. The Wickets must be pitched opposite to each other by the umpires, at the distance of twenty-two yards.

"It was formerly the custom of the bowlers to pitch the wickets, but this duty was afterwards transferred to the umpires, as being fairer to both sides."—*Selkirk*.

"Why twenty-two yards were originally resolved upon as the limit of distance, is not more mysterious than the appointment of eleven persons necessary for playing the game."—*Box*.

Perhaps twenty-two yards were determined upon as the distance between the wickets, because it was (and is) the length of the chain commonly in use for measuring land. Mr. Box is somewhat in error when he says "eleven persons necessary," &c. There are eleven persons on each side, and therefore twenty-two; one person for each yard of the distance between the wickets. (?) *Ed*.

See remarks on pages 6-7.

VII. It shall not be lawful for either party during a match, without the consent of the other, to alter the ground by rolling, watering, covering, mowing, or

beating, except at the commencement of each innings, when the ground shall be swept and rolled, unless the next side going in object to it. This rule is not meant to prevent the striker from beating the ground with his bat near to the spot where he stands during the innings, nor to prevent the bowler from filling up holes with saw-dust, &c., when the ground shall be wet.

See note after Law XLVII.

“Consent to rolling, &c., is seldom or never asked during the progress of an innings. At the commencement of an innings the side going in should see that it is swept and rolled, as it is, of course, to its advantage.”—*Lillywhite*.

VIII. After rain the wickets may be changed with the consent of both parties.

“A very necessary provision, especially if the ground is much cut up.”—*Lillywhite*.

IX. The BOWLER shall deliver the ball with one foot on the ground behind the bowling crease, and within the return crease, and shall bowl one over before he change wickets, which he shall be permitted to do twice in the same innings, and no bowler shall bowl more than two overs in succession.

“With one foot, *that is with the whole of one foot*, behind. If so much as the tip of the toe touches the bowling crease, or if the side of the foot touches the return crease, the bowler is ‘no-balled.’ See notes on Laws No. XL. and XLIV.”—*Thomsonby*.

“There is a very prevalent idea that sometimes the hinder foot is off the ground in the action of delivery, and it does occasionally look as if this was the case. It is, however, a mistaken supposition, for it is utterly impossible to ‘bowl’ the ball with the foot up, as can easily be ascertained by experiment.”—*Selkirk*.

See also remarks on p. 14.

“By changing wickets twice it is understood that a bowler, after changing ends, may return to his original end only.”—*James Lillywhite*.

X. The ball must be bowled. If thrown or jerked the umpire shall call “no ball.”

"Propel the ball with your hand from wicket to wicket as you like, provided you don't throw it and don't jerk it, and you will undoubtedly *bowl* it."—*Thomsonby*.

The *no-ball* called by the umpire is scored as *one* to the *in* side, if no more are made from it.—*Ed*.

See remarks under Law XIII., and also *a*, on page 14.

XI. He may require the batsman at the wicket from which he is bowling to stand on that side of it which he may direct.

"So as to give him ample room for bowling."—*Lillywhite*.

"This law simply means that the batsman is not to stand in the bowler's way."—*Thomsonby*.

XII. If the bowler shall toss the ball over the striker's head, or bowl it so wide that in the opinion of the umpire it shall not be fairly within the reach of the batsman, he shall adjudge one run to the party receiving the innings, either with or without an appeal, which shall be put down to the score of wide balls; such ball shall not be reckoned as one of the four balls; but if the batsman shall by any means bring himself within reach of the ball, the run shall not be adjudged.

"The word '*so*' before the word '*toss*,' would make this law clearer. The batsman may '*duck*' to avoid the ball, so that it goes over his head, but the ball does not become a wide in consequence. See Law XLV."—*Thomsonby*.

"'*Either with or without appeal*;' this shows it is lawful to inquire of the umpire if a ball, which he has not called, is wide or not. The appeal, however, is seldom made. Umpires should notice that the sole requisite for a wide is that it should not be '*within reach of the batsman*.' Hence a wide to a short man, might not be so to a tall one."—*Lillywhite*.

The umpire's decision in the case of wides and no balls is final quite as much as in other cases, and if a wide should be hit, the striker is not out if caught, and runs obtained from a wide that is hit are scored to wides, not to the batsman.

If the batsmen prefer to *run* the wides and no balls, there is nothing but the activity of the field and sudden illness to prevent them from doing so, as they can only be put out by a *run* out.—*Ed*.

XIII. If the bowler deliver a “no-ball” or a “wide ball,” the striker shall be allowed as many runs as he can get, and he shall not be put out except by running out. In the event of no run being obtained by any other means, then one run shall be added to the score of “no-balls” or “wide balls,” as the case may be. All runs obtained for “wide balls” to be scored to “wide balls.” (The names of the bowlers who bowl “wide balls” or “no-balls,” in future to be placed on the score, to show the parties by whom either score is made.) If the ball shall first touch any part of the striker’s dress or person (except his hands), the umpire shall call “leg bye.”

“The striker may hit a ‘no-ball’ and obtain runs from it, or byes may be run from it; *wides* may also be run out as byes. It would be useless, however, to run the byes, unless there should be a chance to run two, because, without running, one would be scored and the wicket not endangered. It must be borne in mind that to run a bye from a *wide* or *no-ball* does not add two to the score, one for the wide or no-ball and one for the bye. When two or more are made from one of these balls the score is put down to *wides* or *no-balls*, not to byes.”—*Selkirk*.

“The last clause as it stands is absurd. Of course the umpire only calls ‘*leg-bye*’ when a run is made.”—*Thomsonby*.

The no-ball or wide does not count as one of the balls in the over, and wides, no-balls and byes do not impair a maiden-over, which is understood to be affected only by runs from the bat.—*Ed.*

XIV. At the beginning of each innings the umpire shall call “play;” from that time to the end of each innings no trial ball shall be allowed to any bowler.

“As a matter of fact, a new bowler often bowls a (trial) ball, though not at the wicket, ‘just to get the stiffness out’ of his arm before he begins.”—*Thomsonby*.

“No trial ball *on the wicket*.”—*Lillywhite*.

Umpires should not permit trial balls to be made with the evident intention of prolonging a game until time shall be called.—*Ed.*

XV. The *STRIKER* IS OUT if either of the bails be bowled off, or if a stump be bowled out of the ground.

The striker is, however, *not out* if any part of the wicket-keeper's person be over or before the wicket when the ball hits it; when such a case occurs, the umpire at the batsman's end should promptly call *not out*. See Law XXXV.—*Ed.*

"Cases have occurred in which the wicket has been struck, and the bail has been jerked up in the air, and in coming down has stuck between two of the stumps without reaching the ground. The usual decision of *not out* in such cases is, I think, not correct. The bail certainly goes 'off,' though it may fall on again. The only reason for requiring a bail to be knocked off is, that there may be clear evidence of the wicket having been struck; that evidence is furnished by the dislodgement of the bail from its original position."—*Thomsonby*.

XVI. Or, if the ball from the stroke of the bat, or hand, but not the wrist, be held before it touch the ground, although it be hugged to the body of the catcher.

"If the ball be caught close to the ground, with the hands lying upon the latter, the striker is out, the ball not having touched."—*Selkirk*.

"The batsman is always out when the ball, directly from the bat, is caught before touching the ground or some surrounding fixed object, such as a house or tree."—*The American Cricketer*, Vol. II.

"Suppose the ball just touches the leaf of a tree which it passes through before being caught?" Plainly the striker is *out* in accordance with the foregoing rule of the *American Cricketer*, while equally, had the ball touched one of the large limbs on the trunk of the tree, so that the ball from the hit of the striker was diverted from its consequent course, the umpire should give it *not out*.—*Ed.*

"In the case of a ball lodged on a roof or in a tree (taken by a fielder before it touches the *ground*), the batsman would not be out, for the hit ends when the ball stops."—*Thomsonby*.

XVII. Or, if in striking, or at any other time while the ball shall be in play, both his feet shall be over the popping crease, and his wicket put down, except his bat be grounded within it.

A batsman put out in accordance with Law XVII. is said to be stumped out, and this service is performed by the wicket-keeper. The law does not say that the wicket-keeper, when he *stumps* a man, shall have the ball in hand, but it *means* that he shall, and it should be amended to read similarly to Law XXI. as to that feature.—*Ed.*

“The word ‘over’ here means ‘not within’; *i. e.*, either outside or on, or not touching the ground within the popping crease.”—*Thomsonby.*

“If the striker hits a ball back into his partner’s wicket, the latter is not out, unless he is then off his ground, and the ball after being hit has been touched by one of the side which is fielding.”—*Thomsonby.*

XVIII. Or, if in striking at the ball he hit down his wicket.

“He is not out for hitting down his wicket in running, or in any other way than in ‘striking at the ball.’”—*Thomsonby.*

“Hitting down a wicket includes hitting off a bail only.”—*Lillywhite.*

XIX. Or, if under the pretense of running, or otherwise, either of the strikers prevent a ball from being caught, the striker of the ball is out.

“It is general to give the striker out only, if the prevention is willful.”—*Lillywhite.*

“According to the accepted construction of this law, the striker is out if he obstructs a fieldsman in fielding *any* ball, not merely in making a catch as here implied.”—*Thomsonby.*

“A case is recorded in the year 1832 of a batsman who, in effecting a run, prevented the ball from reaching the wicket keeper’s hands by the interposition of his bat, and the man was given out, and very properly so.”—*Box.*

XX. Or, if the ball be struck, and he willfully strike it again.

“But see Law XXXIV. The willful striking here means striking *with intent to score off it* a ball already hit by either himself or his partner.”—*Thomsonby.*

See also the last note under Law XIX.

“A batsman is fully justified in willfully striking the ball a second time if it be in defense of his wicket.”—*Box.*

If the ball is hit a second time in defense of the wicket, a run cannot be made from it. This law also is held to apply to

any case in which the batsman has stopped a ball with a part of his person, and after it has stopped near him, he hits it to make runs.—*Ed.*

XXI. Or, if in running, the wicket be struck down by a throw, or by the hand or arm (with ball in hand) before his bat (in hand) or some part of his person be grounded over the popping crease. But if both the bails be off, a stump must be struck out of the ground.

“*Ball in hand* means in the same hand. A man must not hold the ball in one hand and put the wicket down with the other. If all the stumps have been already knocked out of the ground, one of them must be stuck up again, and again knocked down, to put the striker out.”—*Thomsonby.*

“If the batsman himself be in his ground, even though he may have dropped his bat during the run, he is not out.”—*Selkirk.*

“His bat or some part of his person must be grounded *within* the popping crease. *On* the crease is of course *out*.”—*Lillywhite.*

A batsman put out in accordance with Law XXI. is said to be *run out*, as to which see pp. 20–21. The letter of this law would, in case of run out from a hit, put out the *striker*, while his partner might be the delinquent. It is the batsman who fails to reach his ground in time that is put out, whether he be the striker or his partner. See Law XXV.—*Ed.*

XXII. Or, if any part of the striker's dress knock down the wicket.

“The words ‘in striking at the ball’ are understood, though a contrary inference might be drawn from this law being placed here, instead of as part of Law XVIII. If in the *act of striking* (not in running) a batsman's hat is blown off and knocks down the wicket, he is out.”—*Thomsonby.*

“This would be described on the score as hit wicket.”—*Lillywhite.*

XXIII. Or, if the striker touch or take up the ball while in play, unless at the request of the opposite party.

“The batsman has no business with the ball except to strike it with the bat.”—*Cricket.*

See remarks under Law XLVII.

"I suppose that reading the law strictly, if a batsman to defend himself from a bumpy ball presented his hand to it, he would transgress the law. It would, however, be 'hard lines' for him to be given out."—*Lillywhite*.

XXIV. Or, if with any part of his person he stop the ball, which in the opinion of the umpire at the bowler's wicket, shall have been pitched in a straight line from it to the striker's wicket, and would have hit it.

"An appalling number of wrong decisions under this law are given by umpires. Roughly speaking, we may say that a round-hand bowler, unless he bowls 'over the wicket,' or the ball 'breaks back,' will scarcely ever bowl a ball of good pitch from which the batsman can fairly be 'leg before wicket.' The difficulty of doing so will, of course, be increased or diminished, according as the ball is delivered from near the return crease, or from near the wicket; but with a pitched-up ball the case is different."—*Thomsonby*.

"Umpires should recollect that with round-arm bowling, experiments have shown that it is *almost impossible* for a batsman to be out 'leg before,' if the bowling is *round* the wicket."—*Lillywhite*.

"It was never contemplated that a batsman should be taught to calculate the peculiar spin that an expert might put on the ball, or a rough ground give to a wide one, and then if he failed to strike it, and it hit his leg, that he should be given out."—*Box*.

See remarks on p. 19, s.

XXV. If the players have crossed each other, he that runs for the wicket which is put down is out.

"In other words, the batsman is out who is nearest to the wicket which is put down."—*Thomsonby*.

"And *not* the striker of the ball as is sometimes wrongly decided."—*Cricket*.

XXVI. A ball being caught, no run shall be reckoned.

"Even if a run has been completed, while the ball is in the air, before the catch is actually made."—*Thomsonby*.

XXVII. A striker being run out, that run which he and his partner were attempting shall not be reckoned.

"But any runs previously made for the same hit are of course scored."—*Thomsonby*.

"This wholesome regulation was suggested in consequence of a practice which at one time prevailed of daring a run upon the feeblest pretense when the match was nearing its close and when perhaps but two or three runs were wanting and as many persons were provided to get them."—*Box*.

In this law the word *striker* is used as being synonymous with batsman.—*Ed*.

XXVIII. If a lost ball be called, the striker shall be allowed six runs; but if more than six runs shall have been run before lost ball shall have been called, then the striker shall have all which have been run.

"It is usual to fix a certain number of runs to be allowed for each ball hit out of the ground into the tent or pavilion or to other places agreed upon. In this case, as when 'lost ball' is called, the ball becomes dead, and if the batsman chance to be out of his ground when the ball is thrown up he cannot in such case be run out."—*Thomsonby*.

Lost ball is usually called when the ball is out of the fielder's reach, although within sight, so that delay in obtaining it would permit a greater number than six runs: *e. g.* if it should lodge in a tree, or the roof of a shed, in a pond, &c., &c.; but if it is plainly in sight and so such difficulty has arisen, the striker should have all the runs he can obtain.—*Ed*.

XXIX. After the ball shall have been finally settled in the wicket-keeper's or bowler's hand, it shall be considered dead; but when the bowler is about to deliver the ball, if the striker at the wicket go outside the popping crease before such actual delivery, the said bowler may put him out, unless (with reference to the twenty-first law) his bat in hand, or some part of his person be within the popping crease.

"When the bowler shows by his actions that he is about to deliver the ball it is again in play, and any immunity previously enjoyed by either of the batsmen ceases."—*Lillywhite*.

“‘Shall have been finally settled.’ It is the province of the umpire, in case of an appeal to him, to exercise his judgment as to whether the ball was finally settled. The *manner* of the wicket-keeper or bowler will direct him upon this point. After being ‘dead,’ the ball is not again in play until the bowler commences his next delivery.”—*Selkirk*.

“When ‘finally settled’ the ball is considered *dead* till the bowler stands to deliver his next ball.”—*Wisden*.

“The *ruse*, frequently adopted by very acute wicket-keepers, of holding the ball in order to catch the less experienced hitter off his guard, has long been denounced as a contemptible experiment. ‘Finally settled’ is, when the wicket-keeper has taken the ball and the batsman is within the limits of the popping crease. It is the duty of the wicket-keeper to return the ball immediately.”—*Box*.

“The ‘bowler puts him out’ as in Law XXI.”—*Thomsonby*.

If the bowler, standing ready to begin his run, preparatory to the delivery of the next ball, should attempt to put out a batsman whom he may think is out of his ground, by throwing at and missing the wicket, runs made as a result of the throw at the wicket should be scored to *byes*. The remark applies also to the throw of a wicket-keeper or other fielder at either wicket if the ball did not touch the striker’s bat; *e. g.*, suppose a fast bowler sends down a ball which does not touch the striker’s bat, but rebounds from the wicket-keeper’s guard to the leg-side. Short leg, who picks up the ball, seeing the batsman at the bowler’s end out of his ground shies it at the wicket which the ball misses and the batsmen run. This run is scored a *plain* bye.—*Ed*.

XXX. The striker shall not retire from his wicket and return to it to complete his innings after another has been in, without the consent of the opposite party.

“This consent, however, is given as a matter of course in cases of injury in play.”—*Thomsonby*.

“The injured and retiring party ought not to come in again until a wicket has fallen.”—*Box*.

XXXI. No substitute shall in any case be allowed to stand out and run between wickets for another person without the consent of the opposite party; and in case any person shall be allowed to run for another, the striker shall be out if either he or his substitute

be off the ground in manner mentioned in Laws XVII. and XXI., while the ball is in play.

The word *striker* in this law is used in a sense synonymous with *batsman*.—*Ed.*

“Substitutes who ‘stand out’ *i. e.* *field*, do not of course bowl, and it is customary to station them in places other than long-stop, point and wicket-keeper. The substitute who ‘runs between wickets for another person’ stands, while the person is batting, close behind the wicket-keeper, rather on the leg side. The ‘person’ when not in the act of batting, stands by the umpire at the end which is bowled *to*, while his substitute takes the ordinary position of a batsman at the popping crease of the end bowled *from*.”—*Thomsonby*.

When the batsman who has the substitute is the *striker*, the law is enforced strictly as written, but when a run is made by the substitute the *striker* is of course not put out, and the substitute acts for him at the bowler’s end. Should over then be called the *striker* changes his end at the same time the fielders change places, and the ball is not in play until he reaches his wicket.

If the principal, while he is the *striker*, should make a hit, and forgetting the substitute should start to run, he may be put out according to Law XVII. whether or not the substitute is in the batsman’s ground; if in such an attempt he should make the run it does not count unless the substitute also shall have run.—*Ed.*

XXXII. In all cases where a substitute shall be allowed, the consent of the opposite party shall also be obtained as to the person to act as substitute, and the place in the field which he shall take.

See notes to Law XXXI.

“This is only fair, because the person chosen might otherwise be so much better than his principal as to affect the result of the game materially.”—*Selkirk*.

“A very few years ago the situations of the substitute were negatively set forth; thus, he was not to bowl, keep wicket, stand at point, cover-point, or stop behind in any case.”—*Box*.

XXXIII. If any fieldsman stop the ball with his hat. the ball shall be considered dead, and the opposite party shall add five runs to their score; if any be run they shall have five in all.

“Stop it willfully, that is.”—*Thomsonby*.

“The five runs are to be put down to the *striker*, to byes or to leg-byes, &c., as the case may be.”—*Selkirk*.

XXXIV. The ball having been hit, the striker may guard his wicket with his bat, or with any part of his body except his hands; that the twenty-third law may not be disobeyed.

See notes to Law XX.

"Law XX. does not apply to this case."—*Thomsonby*.

"He must not willfully, with intent to score off of it, strike the ball a second time."—*Lillywhite*.

XXXV. The wicket-keeper shall not take the ball for the purpose of stumping until it have passed the wicket; he shall not move until the ball be out of the bowler's hand; he shall not by any noise incommode the striker; and if any part of his person be over or before the wicket, although the ball hit it, the striker shall not be out.

"The umpire must be careful to watch the wicket-keeper's hands and feet. This law is frequently broken, owing to the non-attention of umpires. Its great object is of course to ensure that the wicket-keeper do not guide the ball on to the wicket."—*Selkirk*.

"Umpires are frequently lax on this point. Wicket-keepers often, especially with slow bowling, take the ball in front of the wicket, and umpires should recollect that an active batsman can sometimes get back into his ground as soon as the ball can pass the wicket. Therefore, wicket-keepers should be watched."—*Lillywhite*.

XXXVI. The umpires are the sole judges of fair or unfair play; and all disputes shall be determined by them, each at his own wicket; but in case of a catch which the umpire at the wicket bowled from cannot see sufficiently to decide upon, he may apply to the other umpire, whose opinion shall be conclusive.

"He should always so apply in case of doubt."—*Lillywhite*.

"This law is held to authorize an umpire (on being appealed to) to order a striker out for any unfair play, whether expressly provided against by law (*e. g.* XIX.) or not, and to decide any disputed point, even if the question of fairness or unfairness is

not expressly involved. The umpire's decision is final, and should never be objected to, protested against, or even remarked upon, however unjust it may appear to be."—*Thomsonby*.

XXXVII. The umpires in all matches shall pitch fair wickets; and the parties shall toss up for choice of innings. The umpires shall change wickets after each party has had one innings.

"The 'change' relates to the position of the umpires; the wickets are unchanged. The umpire who has stood at one end goes to the other 'after each party has had one innings,' and *vice versa*."—*Thomsonby*.

"In this law the word 'wickets' is used in two different senses. If on the second occasion it read *ends*, it would, perhaps, be clearer."—*Lillywhite*.

"'Fair wickets' are considered to be such when all inequalities of the ground about the usual pitch of the ball are overcome in the best available manner."—*Box*.

XXXVIII. They shall allow two minutes for each striker to come in, and ten minutes between each innings. When the umpire shall call "play," the party refusing to play shall lose the match.

"This 'two minutes' is the extreme limit. The next man to go in should always be ready to go to the wicket as soon as a batsman is out without any delay at all."—*Thomsonby*.

"This is to guard against either side taking an unfair advantage of the other in cases where time is of importance."—*Lillywhite*.

"'Two minutes' and 'ten minutes' at the utmost."—*Selkirk*.

XXXIX. They are not to order a striker out unless appealed to by the adversaries.

See notes to Law XXXVI.

This law helps materially to keep the umpire in his proper judicial attitude before both sides. If an umpire were permitted to order a man out, without an appeal from the fielding side, it would always appear that he favored that side.—*Ed*.

"Nor should an umpire give an *intimation* to the adversaries that it would be well for them to appeal."—*Lillywhite*.

"This refers more especially to cases of leg before wicket and stumping when the bowler or wicket-keeper cries 'how's that,' or words to that effect."—*Wisden*.

XL. But if one of the bowler's feet be not on the ground behind the bowling crease and within the return crease when he shall deliver the ball, the umpire at his wicket, unasked, must call "no ball."

"Of course he may bowl with *both* feet behind the crease if he wishes to do so."—*Thomsonby*.

"Note that the law reads *behind* the bowling crease, hence it follows that if the bowler's foot touch any part of the line it is a no-ball."—*Lillywhite*.

XLI. If either of the strikers run a short run, the umpire must call "one short."

"And such run is not to be scored."—*Thomsonby*.

"The 'short run' is determined by the popping crease over which the bat in hand must be put down, if the foot of the batsman does not arrive there."—*Box*.

Query. Suppose on a hit, worth two, both batsmen run a short run. Selkirk says: "Although both runs are short, yet only one is deducted, as the batsman goes more than the distance between the wickets."

XLII. No umpire shall be allowed to bet.

"This highly beneficial rule ought also to apply to the scorers."—*Box*.

XLIII. No umpire is to be changed during a match, unless with the consent of both parties, except in the case of violation of forty-second law; then either party may dismiss the transgressor.

XLIV. After the delivery of four balls the umpire must call "over," but not until the ball shall be finally settled in the wicket-keeper's or bowler's hand; the ball shall then be considered dead; nevertheless, if an idea be entertained that either of the strikers is out, a question may be put previously to, but not after the delivery of the next ball.

"In one-day matches it is usual, in order to save time, to bowl either five or six balls to an over. In such matches the

number should be settled between the parties before commencing play. The umpire must satisfy himself that the ball is 'finally settled' before he calls 'over'."—*Thomsonby*.

"Sometimes the umpire is at fault in calling over as agreed upon, but the batsman must take the consequence thereof."—*Box*.

"Finally settled," a nice point, truly. It is understood to mean when the batsmen have relinquished the attempt to get runs, because the ball is so near to the wicket at one end or the other that a run attempted is a sure run out. But if over is called before a man reaches his ground, as I once saw done, the batsman should have "the benefit of the doubt." I should think, however, that such a case would be good ground for an appeal for the dismissal of the umpire.—*Ed.*

XLV. The umpire must take especial care to call "no ball" instantly upon delivery; "wide ball" as soon as it shall pass the striker.

"He should call 'no ball instantly' to give the striker an opportunity to take advantage of the bowler's laxity."—*Lillywhite*.

XLVI. The players who go in second shall follow their innings, if they have obtained eighty runs less than their antagonists, except in all matches limited to only one day's play, when the number shall be limited to sixty instead of eighty.

See note as to this law on p. 26.

XLVII. When one of the strikers shall have been put out, the use of the bat shall not be allowed to any person until the next striker shall come in.

NOTE.—The committee of the Marylebone club think it desirable that previous to the commencement of a match, one of each side should be declared the manager of it; and that the new laws with respect to substitutes may be carried out in a spirit of fairness and mutual concession, it is their wish that such substitutes be allowed in all reasonable cases, and that the umpire should inquire if it is done with the consent of the manager of the opposite side.

Complaints having been made that it is the practice of some players when at the wicket to make holes in the ground for a footing, the committee are of opinion that the umpire should be empowered to prevent it.

THE LAWS OF SINGLE WICKET.

I. When there shall be less than five players on a side, bounds shall be placed twenty-two yards each in a line from the off and leg-stumps.

A single stump is generally used at the bowler's end, and a bail put on top, to be knocked off by the batsman when he makes a hit (and I have known an umpire so accommodating as to replace it each time, so that a hit for two could be tallied in the same way on each run by the batsman). The other two stumps of the bowler's wicket are generally used for the bounds referred to in the law.

II. The ball must be hit before the bounds to entitle the striker to run, which run cannot be obtained unless he touch the bowling stump or crease in a line with his bat, or some part of his person, or go beyond them, returning to the popping crease as at double wicket, according to the twenty-first law.

If a ball is hit before the bounds, but bounces or rolls *behind*, the striker may score off of the hit.

III. When the striker shall hit the ball, one of his feet must be on the ground, and behind the popping crease, otherwise the umpire shall call "no hit."

And in such a case a run can not be made.

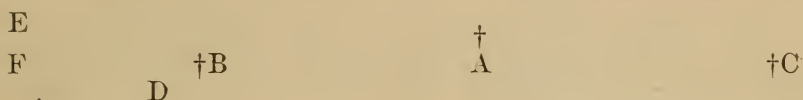
IV. When there shall be less than five players on a side, neither byes nor overthrows shall be allowed, nor shall the striker be caught out behind the wicket, nor stumped out.

Per contra, if there are five or more to a side all of these things shall be allowed and done. See Law VIII.

V. The fieldsman must return the ball so that it shall cross the play between the wicket and the bowling

stump, or between the bowling stump and the bounds ; the striker may run till the ball be so returned.

The ball must be returned by the fieldsman *before* the bounds in front of the line between the bowler's stump and the bounds, and that the striker may run and count until the ball be so returned ; *e. g.*, let A be the wicket, and B C the bounds, D the pitch of the ball, and E the place from whence it must be fielded. The ball cannot be fielded in the direct line E A, but must be returned to the front of the line A B, or of its continuation, A B F, to stop the running, or put the striker out.



VI. After the striker shall have made one run, if he start again he must touch the bowling stump, and turn before the ball cross the play to entitle him to another.

Each run in single wicket is equivalent to two runs at double wicket ; *i. e.*, the striker must run from his crease to the bowler's stump, touch it, and return to his ground before his wicket is put down (by a throw, &c.) to entitle him to one run. If his wicket is hit, by a throw of the ball, or by the bowler or other fieldsman with the ball in the hand, at any time while the batsman is attempting a run, he is out. He may also be put out by a catch as in double wicket.

"The play" is the line of the twenty-two yards between the bowler's stump and the batsman's wicket. The striker can make one run, even if the ball cross the play before he started for his return, but not more.

VII. The striker shall be entitled to three runs for lost ball, and the same number for ball stopped with hat, with reference to the twenty-eighth and thirty-third laws of double wicket.

VIII. When there shall be more than four players on a side, there shall be no bounds. All hits, byes, and overthrows shall then be allowed.

IX. The bowler is subject to the same laws as at double wicket.

X. No more than one minute shall be allowed between each ball.

BETS.

I. No bet upon any match is payable unless it be played out or given up.

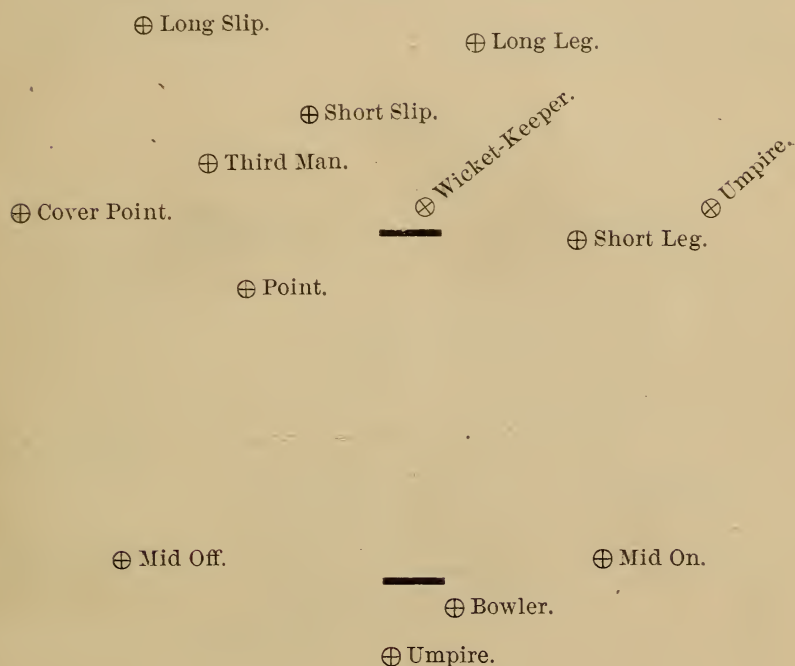
II. If the runs of one player be betted against those of another, the bet depends on the first innings unless otherwise specified.

III. If the bet be made on both innings, and one party beat the other in one innings, the runs of the first shall determine it.

IV. If the other party go in a second time, then the bet must be determined by the number on the score.

DIAGRAM A.

Positions for eleven men in the field to a fast right round-arm bowler:



If a long stop is required to back up the wicket-keeper, mid on is usually the man dispensed with in very fast bowling. The umpires always stand in the same respective positions.

DIAGRAM B.

Positions precisely reversed to the foregoing at the
OVER. (See pp. 24-25.)

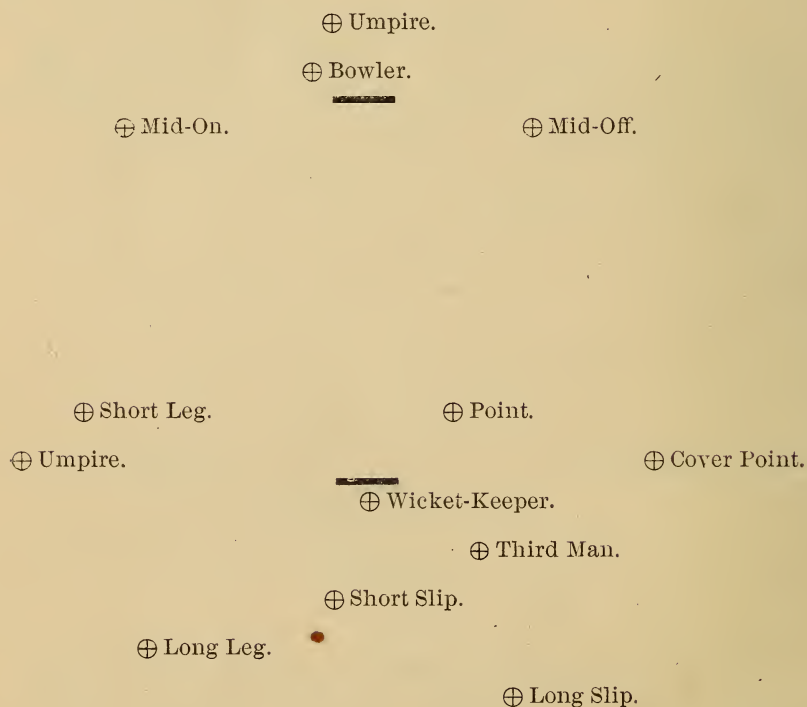


DIAGRAM C.

Positions for eleven men to a medium pace right round-arm bowler:

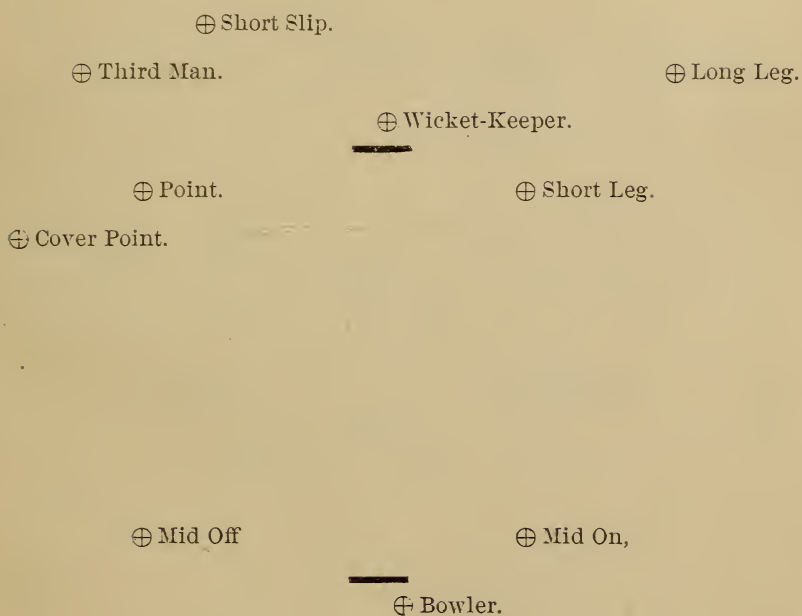
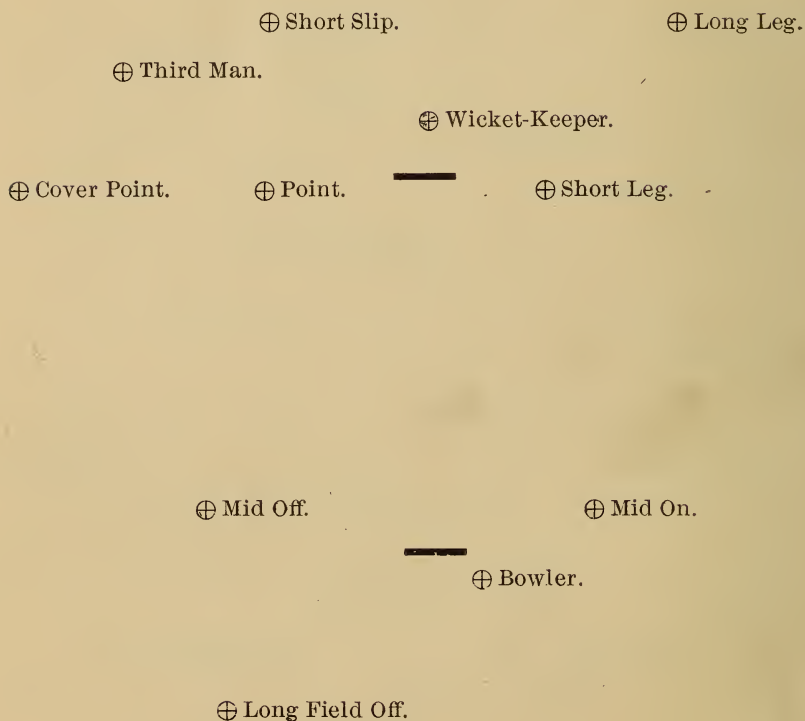


DIAGRAM D.

Positions for eleven men to a slow, medium pace,
left round-arm bowler:



THE UMPIRE.

BY A FADED BLUE STRIPE.

Of late years it has become the fashion among American cricketers to look upon the umpire as a necessary *evil* of the noble game, a "much abused" man who occupies the "unenviable" and "thankless" position, &c., &c.; and it is with a strong desire, and fond hopes, of overcoming this prejudice that the following suggestions or hints are offered to the reader of this little volume, by one who, in common with his fellow cricketers, has suffered much in the score books of his club and the Recording Angel, from the want of good umpires in ordinary club matches. Bear in mind that it is not easy to be a really good umpire—but it is quite possible. One of the oldest cricketers of this country,—known from one end of it to the other as a first-rate player and fine judge of the game, told me that he had no pleasure in "standing umpire," because in case of a "run out" he could not satisfy himself as to "how it was," as he found it impossible to look at the ball knocking down the wicket, and the runners bat gliding over the crease at the same time. And without this happy faculty of seeing "the whole thing" at a glance, no man can fill the umpire's position acceptably. But in this, as in the other departments of the game, *practice* is a great improver, and I advise you, my junior friend, to take the position whenever offered you, and if you take advantage of your opportunities you will find the habit of close observation acquired in umpiring of incalculable service to you in *playing*. Many good players are, however,

wretched umpires, mainly owing to lack of practice in the position. The most exciting match in which I ever played was made so, partly, by the error of the umpire in giving one of the batsmen out "leg before wicket" on a ball which only struck his bat fair and square, as the "judge," an old cricketer and good fellow, afterwards confessed, adding that "he knew it all the time, but was carried away by the excitement of the occasion and the vociferous appeals of bowler and wicket-keeper."

Presuming a general knowledge on your part of the rules of the game, as fully explained and interpreted elsewhere, and that you have consented to "stand umpire" on a match, your duties will begin before the game does, for the rules require that you should "pitch the wickets." In this country this duty is generally entrusted to the ground-man, who prepares beforehand a good wicket, leaving its *exact* locality to be decided upon by the captains of the contending teams. You may, however, be called on to do this yourself, in which case you should carefully examine *both ends* and see that there are no slopes or "bumps" near the "pitch" of a good length ball; but if the nature of the ground is such that these undesirable features must be somewhere between the wickets, try to have them either very near the stumps where they are not likely to affect the course of the ball, or else so *far* from them that the batsmen may have plenty of time to see the result of their influence on a "long hop," dropped there by the unskillful or, maybe, tricky bowler. Next you should see that the popping and bowling creases are properly made. Their width varies according to the skill of the artist with the white-wash brush, but you must take care that any extra breadth does not in the one case prevent the bowler from coming fully up to the line of the stumps, or in the other case contract the "batsman's ground"

(see diagram, p. 8.) Then the return crease must be drawn at *right angles* to the bowling crease, and not as I have often seen it done, even by “professionals,” at an angle of 45° , which gives an unfair advantage to the bowler. A simple test of an ordinary wicket is that the ball shall nearly but not quite pass between the stumps without disturbing the bails—and the distance between the wicket and popping crease is, approximately, the length of the blade and two handles of a man’s bat. You will hardly be expected to remember the exact dimensions of stumps, bats, balls, &c., which are generally from the hands of well known makers, and not likely to be far out of the way. If, however, you suspect, or it is suggested, that any of them are wrong they should be immediately tested. Bats will get too wide by constant use, and I remember seeing George Giles, the keen professional of the St. George’s club of New York, surprise one of our leading cricketers by requesting him to “take a quarter inch off his bat”—and he had to do it. Occasionally a smallish ball is seen, and as it is customary to play with two balls, each side furnishing one, it seems to me only fair, in the absence of any rule on the subject, that the batting side should bat its own ball, giving the whole eleven fielders a fair chance to discover any defect in it. If the fielding side should provide the ball, and it be undersized, great injustice would be done to the batters.

Everything about the ground being ready you should now ascertain from the captains what agreement they have made as to number of runs allowed on “boundary” hits, number of balls to the over, and time for lunch and for drawing the stumps, first comparing your watch with that of the other umpire, to prevent any unpleasantness in case of an exciting finish.

The time for beginning the match having arrived, take your position either at the bowler’s or batter’s

wicket as you and your colleague may decide ; but it is worth knowing that by a little diplomacy you may manage to have the sun on your back and in his face all day, if you are not very careful. Before the first ball is bowled take a final look at the wicket and its immediate surroundings, being especially careful that the bails are well set in the grooves of the stumps. Let us suppose that you have taken the bowler's end. Your first duty will be to find out from which side of the wicket he will bowl, and give the batsman his "guard" accordingly, standing for that purpose, with your eye as nearly as possible in the line of the bowler's hand when delivering the ball. Observe that it makes all the difference in the world whether the bowler be right or left handed, and you must see that the batsman really gets what he wants—that is, "guard" against the bowler's attack, and he depends on you to know from what point it will come. The batsmen and fielders being quite prepared, give the word "play," loud enough for all to hear, and then look out for yourself, for your troubles are about to begin. But where are you standing? There is *only one* proper place for the umpire when the ball is being delivered, never mind where the bowler is, and that is directly behind the wicket, far enough from it to be out of the way of the bowler in delivering the ball, or putting down the wicket, but not too far to detect a "no ball" or "one short." Stand with your side to the batter like a soldier "dressing," and *don't move* till the ball is played or missed by the batsman, who, of all things, hates a moving background. When the bowler is "over the wicket" you will often be asked by the batter to "stand as wide as possible," so as *not* to be behind the bowler's hand, and though you should be as obliging as possible, you have no right to go so far away from your proper place that you have to move up after the delivery of

the ball in order to see "how is it" on an appeal as to "leg before," of which more, in plenty, anon. If you have provided yourself with a white coat, the batters will like you the better. With all this preparation we have not yet seen the first ball bowled, and before we do, let me impress it upon you that you are "the sole judge of fair or unfair play," and in case of the latter you must check it unasked; that in all cases not especially provided for in the written rules of the game you must be governed by precedent, common sense, and the evident *motives* of the players at the time. Make up your mind immediately as to *facts*, but don't hesitate to consult the rules on questions of *law*, before giving a decision which may be very unjust. Remember that the batter is on the defensive; the field are eleven to one against him, and it is your bounden duty to protect him as much as possible and *give him the benefit of every reasonable doubt*. Prompt decisions will show that you are attending to your business, and insure the respect of all concerned. Delay in giving judgment is seldom justifiable, for there is a sort of cricket conscience in a man that tells him instantly whether it is "out" or "not out" and there are few, if any, umpires cool enough to weigh the *pros* and *cons* while the field is awaiting his decree, and yet decide so quickly as to convince the players that he knows what he is about.

Do not be flurried by loud and frequent appeals. This is necessary counsel, for nothing is harder than to show your moral courage by continued "not out" before an infuriate eleven, and perhaps a crowd of spectators; for it has the *appearance* of unfairness, and I have seen many a good bat sacrificed by well meaning, honest, but *timid* umpires. When a very small boy, umpiring for my elders and cricket betters, keeping tally with six marbles from a well filled pocket, the wicket keeper, on the last ball of the over, de-

manded my "judgment" on a clever piece of stumping. I nodded and tossed up the remaining "chinee," saying nothing. But the batsman, my own brother, gave me such a savage look that I promptly decided him "not out," securing for "our side" a glorious victory, of which I have been ashamed ever since. If by your manner you cannot check useless or ridiculous appeals, you may resort to the celebrated retort of Alfred Diver, one of George Parr's all England Eleven of 1859, and a famous umpire, who, when asked by the wicket keeper "how's that," the appeal being absurd, would reply "wonderful, sir, wonderful!"

Well, here comes the bowler, perhaps with a rush, and though your work, as seen from the grand stand, seems simple, and easy enough, you now have many things to look to. First: Did the bowler deliver a "no-ball?" He may do this in many ways, either by throwing, jerking, or going on or over the bowling crease or return crease with his foot. It would seem that you must be argus-eyed to watch all these points at once, but as a matter of fact, it is not *usually* very difficult. The chances are that the bowler has at least a local reputation for fairness, and you need not worry over his delivery. But if it is doubtful like that of Mr. Exham of the Irish Gentlemen, or Willsher, of wider fame, make up *your* mind about it at once, and if unfavorable, "no ball" him, and let the captains decide between them whether he may bowl or not. If they conclude to let him go on, you are justified in saying no more about it. After an over or two you will know pretty well whether a bowler is likely to "crowd" his crease or not. If he does, it is customary to warn him, and then "no ball" him without mercy if he goes beyond the limits allowed by law. Many bowlers, notably Mr. Law of the Merion club, will drag their back foot over the crease after (?) the delivery of the ball, and it is a very nice point for the

umpire to decide as to its fairness, but I am decidedly of the opinion that the ball is delivered *generally* at the moment the toe “digs” into the ground.

In 1878 Mr. Chas. Newhall, of the Young America club, caused the Australians much unhappiness by dragging his foot over the line at the angle of the bowling and return creases; and in 1872 the umpire of Mr. Grace's team said he was bowling “no balls” in this way, but when told to “call 'em, then,” he couldn't make up his mind to go so far; so you see it is a delicate question, and unless carried to extremes does not work any injustice to the batsman.

If in your opinion a “no-ball” has been bowled call it *immediately*, giving the batter every chance to hit it away if he can. You cannot call it *too soon* after delivery, and you will be quicker than most of us if you call it soon enough.

You have also to watch the batsman at your own end, for he may “follow up” too eagerly and be caught out of his ground by the wily bowler while your eyes are on the other end. This, or something worse happened to the umpire for the Irish Gentlemen at Philadelphia, in 1879.

The ball at last being fairly bowled, you must know, in order to give a fair decision on an appeal as to “leg before wicket,” whether the ball strikes on that narrow *strip* of ground, *only eight inches wide*, extending from one wicket to the other, and would, if unobstructed, have hit the batter's wicket. These are very narrow limits, and the only way you can be sure of the “pitch” of the ball is to *look at the ground* just in front of the wicket, about where a good length ball *should* pitch, and you will be surprised to see how few meet the requirements of a legitimate l. b. w. If the bowling is “round-arm,” and *not over* the wicket, you may be nearly sure that the batsman is “not out,” un-

less the ball breaks very much, or is nearly "full pitch," and this is easily proved by tying a white string from the outer stumps of one wicket to those of the other, and then bowling "round the wicket," pitch a good length ball between the strings and hit the wicket. In nearly every case the ball striking between the strings will miss the wicket, and while trying this you may often upset the stumps with balls which fall *without* the strings, but you will notice few which entirely "fill the bill" for l. b. w. purposes unless bowled *over* the wicket. There is no good reason why this "leg before" business should be such a bugbear to all umpires. The rule on the subject is very explicit, and the *facts* in each case may be ascertained without difficulty, simply by *looking at the ground and following the ball with the eye after it strikes*. It is not enough that the ball struck "on the wicket," or would have hit it. You must have a combination of the two, and unless you see exactly where the ball from the bowler's hand strikes the ground, you will be inclined to give him "out" simply because you see that the ball was surely on the way to his stumps when his leg intervened. Many old cricketers have wrong ideas of the proper interpretation of the twenty-fourth rule, and I remember playing in a "grand" match last year, when one of the umpires was so much at sea on the question that he was retired "by mutual consent."

We are getting on but slowly, and the ball has not yet reached the batsman, and before it does, let us consult a moment on the question of a "wide" which the bowler *may* commit with the very first ball.

I have heard many old players, who should have known better, call "wide" because the ball passed beyond the end of the popping crease. This has nothing to do with it, as the rule allows the crease to be unlimited in length. You must judge a wide, unless

it go over the batter's head, and he not stooping, simply by the *reach* of the batter, remembering that a tall man can reach much farther than a short one, and that the reach of *any* man is greater on the off side than on the "leg." Don't call the "wide" too soon,—not till it has passed the batter. In the match at Philadelphia, with George Parr's team in 1859, the umpire called a "wide," Hayward struck the ball, was caught at mid-off, was of course given "not out," and then made a long score.

As the scorer is ordinarily a long way from the wicket, it is customary for the umpire to notify him of "extras" by signals, holding up the hand in case of "wide," slapping his thigh for a "leg bye," and taking it for granted that he will score a "bye" when he thinks he sees one run, unless the umpire calls a "hit." The scorer holds up his hand to show his understanding of the sign and thus much unnecessary music is avoided.

The umpire when appealed to will generally throw up his hand for "out," and shake his head for "not out," and these signals, like the others are useful and appropriate, giving fielders and spectators much information which they could not hear, but they should *always* be accompanied by the proper word of mouth. Many a bowler has been disgusted to find wides on the score book which never were "called," and I am thankful to have seen the surprise of an Englishman, just over, when told that he must retire on a catch at the wicket, because the umpire said "chuck her up."

The ball having finally been fairly bowled, and hit away by the batsman, your duties are still of a compound nature, for while you must watch the ball, to see if it is fairly caught, or goes out of bounds, you must also keep an eye on the runners, to see that they do not run "one short."

Mr. Kirchhoffer, captain of the Canadian eleven of 1880, in the match at Philadelphia, Canada *vs.* United States, tells of a match in which he was last man in, with four to win. He made a long drive, four were run, after a fashion, but his partner had run *three* short and was run out on the fourth! If you don't watch the runners one of the fielders may scare you green by yelling, "how's that for one short"—and you will never love that fielder any more.

With all your other duties you must count the balls of the "over." Thanks to the suggestion of Mr. Robert Newhall, of the Young America club, whose long innings perhaps make the umpire's voice monotonous, the overs are announced in all Philadelphia matches by the tap of a bell, kept on the scorer's table, and the umpire is relieved of his mental arithmetic, but in this case, as in the others, the "over" should be "called," if ever so quietly, by the umpire, as the scorer's bell is not officially recognized.

If, however, you should be in a heathen land and obliged to count the balls, the task will at first be a difficult one, especially if "wides," "no balls" or falling wickets require your attention; and from time immemorial it has been the custom for the umpire to keep his record with pennies, or pebbles, dropping one to the ground, or pocket, as each ball is bowled, but for myself I have always preferred the simpler, though less reliable plan of counting on the fingers, moving the thumb from the little finger up.

Having safely weathered your first over, and the bowling being now from the other end, take your position midway between the continued lines of the bowling and popping creases behind the batsman as he stands ready to play, be he right hand or left, near the position known as "short-leg," far enough from the wicket to dodge a hard leg hit, but not too far to

see a close case of "stumped," "run out," or "one short," for it is only in deciding these questions that your services will be required now, unless your colleague may appeal to you on a supposed catch which he may not have been able to see.

We have now got the game well started, and it devolves upon you to keep it going, allowing no unnecessary delays, and enforcing the time rules as strictly as possible.

When the wicket is disturbed, repair the damage *yourself*, and see that the bails are, in every case, well set in the grooves. I have known a wicket keeper to put them on insecurely, with premeditated murder in his eye. The innings being over, put the ball and bails in your pocket for safe keeping. See that the ground is rolled and swept for the next innings, and have the creases frescoed anew if necessary; always keeping an eye on the time, that the ten minutes allowed between innings may not be exceeded, unless by mutual consent of both captains, with whose agreements it is never wise to interfere.

I have intentionally avoided any explanation of the rules, which are so well and thoroughly interpreted in another department of this work, but I would again impress it upon you that in cases not provided for by the written law you should be governed by precedent, as far as you know it, by common sense, as vouchsafed to you, and by the motives of the players, as they appear to your own unaided senses. Above all, do not accept unquestioned the views of old players, of whom no two can be found to agree, or of Englishmen, simply as such, for they are brought up on the game, and I verily believe many of them never saw the rules.

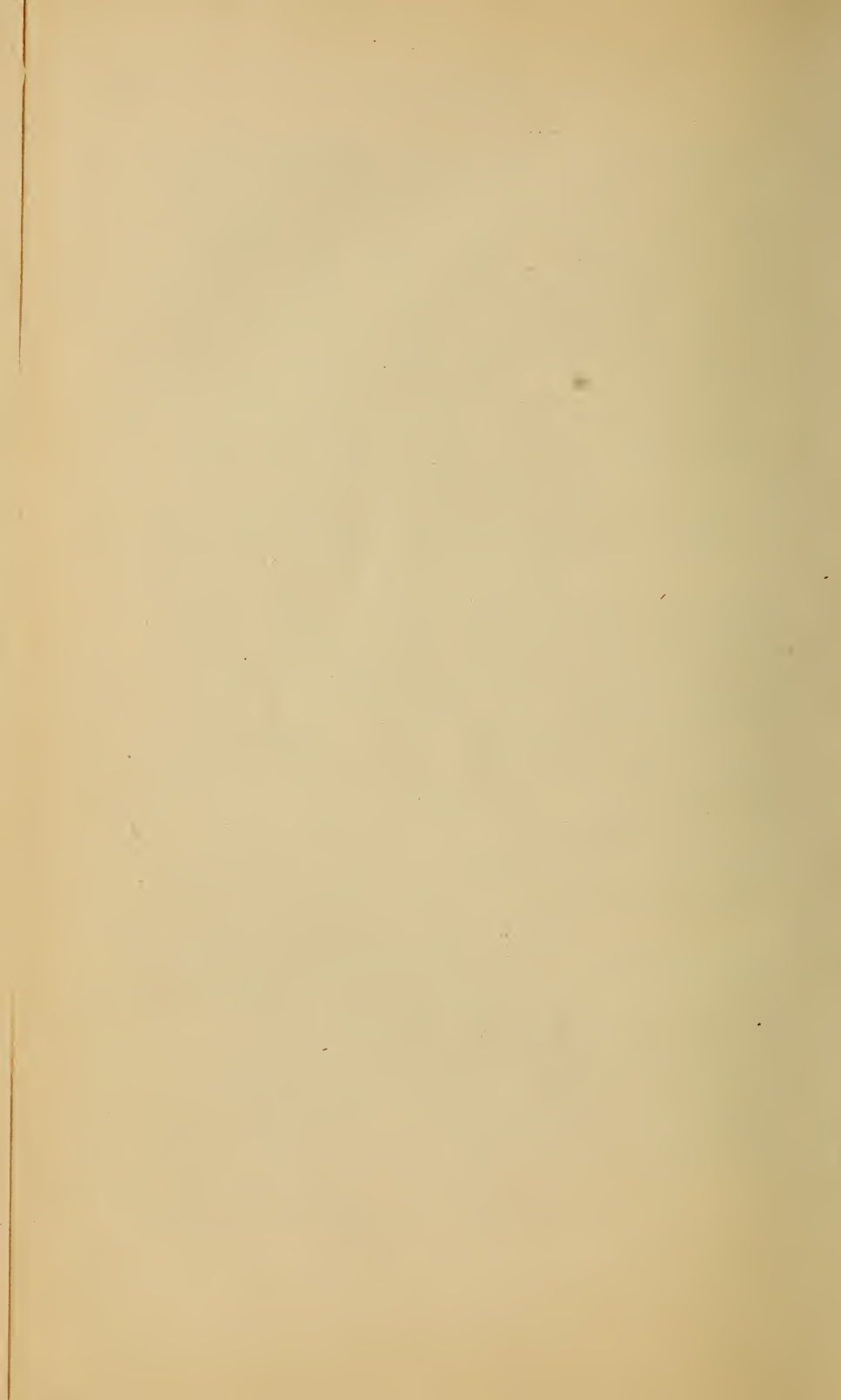
In 1869, I saw an English eleven, comprising four professionals, try to prevent their American opponents from having the wicket rolled for the second innings

of the natives, because notice had not been given to the umpire within one minute of the close of the preceding innings. The law requiring such notice had been obsolete for many years. The Australians brought an umpire who wished it distinctly understood that he would "no ball" the bowler who allowed the ball to first strike the ground nearer to his own wicket than to that of the batter. The Irish Gentlemen showed us a professional umpire from "Lord's," who openly proclaimed that he would not decide a man "run out" if the wicket keeper, ball in hand, removed the bail, tossed it in the air, and replaced it without allowing it to touch the ground, which he claimed to be necessary for an "out."

Study the rules and the interpretation of them given in this little book, collected from the best authorities. Do your duty intelligently, promptly, without fear or favor, sink all club feeling and personal interest in the contestants, avoid smoking and talking to the players while on duty, and so far from finding the umpire's position "unenviable," "thankless," and one in which you will be "much abused," it will enable you to have the most *enviable* view of the game in all its details, and insure the respect and hearty thanks of players and spectators alike.

Do not hope to please everybody. It can't be done. But be very sure of your own approval in every decision you give. The noble man so lately taken from his great work, for whom this broad land of ours is still in deepest mourning, used to say: "There is only one man whose approbation I must win in all my doings, for I have to eat, sleep, and live with him, and his name is James Abram Garfield."

GERMANTOWN, Sept. 22, 1881.



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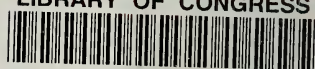
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